

CONTEST INSIDE: WIN EVERY ISSUE OF D.A.

Disney Adventures

COLLECTORS ISSUE #50!

November 1994



Sneak Preview:
Disney's New
GARGOYLES!

HAUNTING
Halloween Makeup

SCREAMING
Scary Story

GORE-IFFIC
Ghostbusters

\$2.50 Can. \$2.95
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11>





It's safari, so good, as Mickey and Minnie outrun a turtle in the jungle.



Mickey and Minnie must tame the lion before they become the mane course.



MICKEY AND MINNIE HAVE NEVER FACED A MYSTERY THIS BIG.

"A date at the circus, I can't wait!" says Minnie to Mickey. But when they get there all the performers have disappeared! "We've got to find the villain who did this!" says Mickey. So off they go, wearing magical costumes that give them powers to make it through six levels of frozen tundras, haunted houses and more. Can they really bring the circus back to town? "Come along and see!" exclaims Mickey.



GENESIS
SUPER NINTENDO

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hello

D.A. readers are scary! We read all of your 3,958 Scary Stories and couldn't sleep for a week. Instead, we created this list of your stories' creepy coincidences and scary statistics:

THINGS YOU'RE MOST OBSESSED WITH: Ghosts.

Moving into a new house. Having scary neighbors. Ghosts. Moving into a scary house and having cool neighbors. Ghosts. Objects with mystical powers. Ghosts. Secret passageways to other worlds. And did we mention ghosts?

MOST UNLIKELY VILLAIN: Fig Newtons.

MOST CREATIVE

CHARACTER NAMES:

"Hairy" the dog and fly-man "Flymaster."

NUMBER OF STORIES

MYSTERIOUSLY

RESEMBLING LAST

YEAR'S WINNER: Three.

COOLEST TITLE: "Eat Your Vegetables or...Die!"

Beware! AND ADVENTURE ON!

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FRENCH TOAST PROFILE

NAME: Olivia Claire

AGE: 6

FAVORITE GROUP: The Chipmunks.

BEST FRIEND: Shari-Lyn, my Cabbage Patch Kid.[®]

FAVORITE SPORT: Ballet Dancing.

GOAL IN LIFE: To be like mom.

FAVORITE ACTIVITY: Playing with dolls.

CLOTHES: French Toast.

How to become the star of the next French Toast Profile.

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To enter please enclose entry form, photo of yourself, and a descriptive profile utilizing the profile categories from the ad above. Send it to: Become a French Toast Model, P.O. Box 505, Gibbstown, NJ 08027. All entries must be received by July 15, 1995.

Name

Address

City/State Zip Code

Telephone

Date of Birth Age

Date of Entry Height Weight

Clothes, footwear and accessories.
You don't eat 'em. You wear 'em."



Disney Adventures

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D.A.
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Zip Code

FOR ALL YOU SWAHILI-SPEAKERS:

Nilipenda makala yako ya Julai 1994. Ilinifurahisha sana hasa kwa sababu mama yangu alikuwa mtoto wa wamishenari huko Afrika. Alizaliwa na kukulia Zaire na alisoma katika shule ya sekondari huko Kenya. Mama yangu anaweza kusema Kiswahili, ambayo ni lugha ya wimbo "Hakuna Matata" katika filamu ya *Simba Mfalme*.

AND NOW, FOR THE REST OF US, THE TRANSLATION:

I really loved your July 1994 issue. It was especially interesting to me because my mom was a MK (missionary's kid) in Africa. She was born and raised in Zaire and went to high school in Kenya. My mom can speak Swahili, which is the same language as the song "Hakuna Matata" in *The Lion King*.

Kelly Wentzell, 13
Elmer, New Jersey

matoke na acha
matoke na matumbo
ya mbuzi
mboga ya kisambo
[mayugwa]
mhogo wa kuchoma na
nanaa
mseto na samaki
sambusa ya vitunguu

BAD-BOY BOND

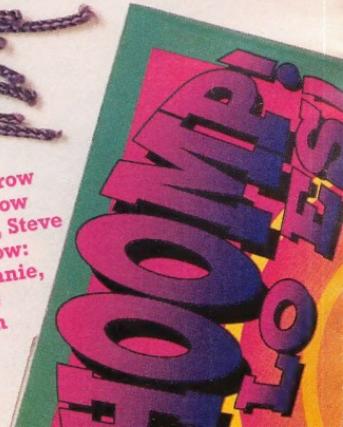
Could I point out (like you haven't already) that Jafar and Scar have a few things in common. Their faces both droop a little, they're both evil, they both team up with somebody (Jafar and Iago, Scar and the hyenas), and they both want control over a place. Guess they don't know D.A. already rules supreme.

Keenan Browe, 10
Reynoldsburg, Ohio



KID PIC

Congrats! Now throw your hats! Front row (from left): Erick, Steve and Josh. Back row: Michelle, Stephanie, Becky celebrate graduating from eighth grade.



KID
PIC

There's pie in your eye. Hate to see the other guy. Stephanie Gatschet, 11, sent us this smashing photo of her bro, Andrew, 14.

OOPS!
WE GOOFED!

We must've been on the road a little too long, 'cause we made two mistakes in our "Weird Road Trip" Big Adventure, August 1994. The abbreviation for Iowa is IA, and the Mall of America is really in Bloomington, Minnesota (a Minneapolis 'burb). Thanks to Ducksrno1@aol.com for e-mailing us with the corrections.



NAME THAT BEAST

I loved your July issue. The thing I liked the most was "Weird Yet True." I think they should name that weird animal Zebruff.

**Heather Comer, 9
Macon, Georgia**

JAY

OOPS! EL MISTAKO!

I realize that D.A. is a fan of Tag Team, so you oughta get a kick outta this. My cousin really likes that song, "Whoomp (There It Is)," so I decided to get that CD for him as a b-day gift. On the cover, it says, "Whoomp (Si lo es)." Come to find out, the entire Tag Team CD was in Spanish. Yikes! I think I made a mistake. But it was that same Tag Team beat!

**Jordan Currier, 13
Mesa, Arizona**

Send us your letters, photos or drawings, along with your age and phone number, to:
**DISNEY ADVENTURES, Zip Code
114 Fifth Avenue
New York, NY 10011-9060**

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DARKNESS.

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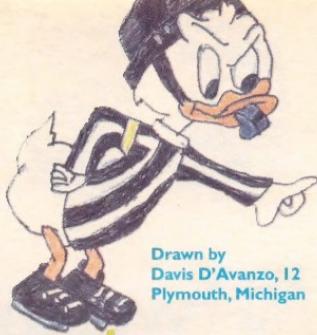
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DisneyAdventureBuzz

info to go and things to know



Drawn by
Davis D'Avanzo, 12
Plymouth, Michigan



Jan. '91



Feb. '91



Mar. '91



Apr. '91



May '91



Jun. '91



Jul. '91



Aug. '91

Nifty 50 Fifty

D.A.'s 50 issues old? No way! Don't believe us? Then travel back through time with us. We managed to fit all 50 covers throughout D.A. Buzz. And don't forget to check out our supremo Cover Contest on page 32.

P.S. Here's a clue:
The mystery cover star has been on two of our covers.

Sept. '91



Oct. '91



Nov. '91



Dec. '91



SLANG PATROL

SPYSPEAK

Supersleuths unite! And check out this sly spy lingo to sound like a real agent.

Drop *n.* A hiding place for secret messages. "Leave instructions for me at the drop."

To blow someone's cover. *v.t.* To reveal the true identity of a spy. "Alec's cover was blown when the enemy followed him to the drop."

Dirty *adj.* A room that contains listening devices or bugs. "That room is dirty; I found a microphone in the light fixture."

Play back *n.* False information provided to the enemy by pretending to be one of its agents. "They thought I was on their side but I was really giving them play back!"

Salesman *n.* An agent. "Trevor is a great salesman."



Jan. '92



Feb. '92



Mar. '92



Apr. '92



May '92



Jun. '92

WEIRD DOG HALL OF FAME

We asked for photos and stories about your weird dogs, and doggone it, we got a pack of great ones. These six hilarious hounds scratched their way into our Weird Dog Hall of Fame. See if they make you go bow-wow—Wow!



Deaf-initely Dalmatian

Emmy, my one-year-old dalmatian, is deaf, but she knows 13 signs in sign language. When we give her signs, she thinks she will not have to obey if she doesn't see them. She is a great watch dog. She lets us know whenever a leaf blows by the window or a fly flies by.

Nicole Ashley, 13
Aliquippa, Pennsylvania



What's Dog Breath Got To Do With It?

I own a three-year-old keeshond whose name is Tina. She turns in 10 circles before she goes to the bathroom or eats any food.

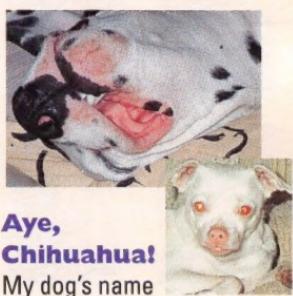
Because she turns in circles, we call her "Tina Turner." Another weird thing about her is her breath—it's ghastly.

Anna Juraschek, 13
Dedham, Massachusetts

Eeww, What's That?

Sometimes my dog, Alexander, gets so relaxed when sleeping on the couch that his head falls off the edge. The law of gravity makes him look pretty funny.

Erin Murray, 12
Las Vegas, Nevada



Aye, Chihuahua!

My dog's name is Roxanne. A lot of my friends come over and see her and say, "Weird pig." Roxanne is an albino Chihuahua. She's 11-and-a-half years old (dog years).

Raechel Matyas
11 (kid years)
Brownstown, Michigan



Jan. '93



Feb. '93



Mar. '93



Apr. '93



May '93



Jun. '93



Jul. '92



Aug. '92



Sept. '92



Oct. '92



Nov. '92



Dec. '92

'Eeeaaars Gizmo!

This is Buffy. She is supposed to be a poodle-Shih Tzu mix, but we think

she looks more like a bug-eyed cat. Some people



even call her Gizmo from *Gremlins*. She weighs three-and-a-half pounds, and her friend is our 55-pound black Lab, Maggie.

**Chris Van Schyndel, 10
Racine, Wisconsin**

Ol' Raccoon Eyes

This is Angel. She is an 11-month-old Jack Russell terrier who likes both cats and dogs. I don't know if you consider her weird, but you have to admit with her two black eyes, she is definitely unusual.

**Wilbert Sneed, 9
Charlotte,
North Carolina**

drawn by
**Annie Railton, 12
Charlottesville, Virginia**



HAPPY ENDING

Cristina Ledra, 13, from Ontario, Canada is all smiles 'cause she's the big winner in the Microsoft Creative Writer Contest held last December. She wrote the best ending to the contest story. She's now the proud owner of a Gateway 2000 multimedia computer with CD-ROM and Microsoft software. Congrats, Cristina!



Jul. '93

Aug. '93

Sept. '93

Oct. '93

Nov. '93

Dec. '93





Jan. '94



Feb. '94



Mar. '94



Apr. '94



May '94



Jun. '94

MAKEUP MADMAN



Josh Brezner can put a harpoon through your leg, puncture your chest with bullet holes or blow your head off—and he swears it won't hurt.

Josh, 16, of Granada Hills, California, is becoming an expert at gory makeup and special effects. He works mostly for university film students who make movies for class projects. But he's also done some effects for plays and even music videos for the hard-rock band Ethyl Meatplow.

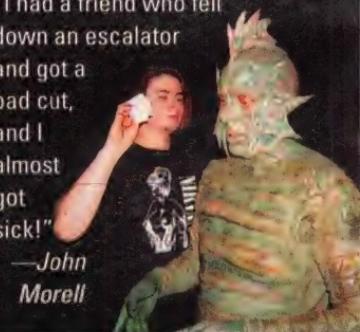
After sneaking into a horror movie when he was 10, Josh became fascinated by the world of fake wounds, blood and guts. He practiced creating slashes and oozing sores on his little sister to scare his parents—instead, they were impressed by his creativity.

With their help, he got an after-school job at a store that sells makeup and special-effects equipment. He took effects courses at the store, then began assisting makeup artists during movie shoots.

"It was a little scary at first, since I was 11 and the only kid on the set," says Josh. "But everyone was nice, and it was cool being treated like just another adult with a job to do."

He's proud when people turn away at the sight of his grisly creations, but don't show Josh a real wound. "I had a friend who fell down an escalator and got a bad cut, and I almost got sick!"

—John Morell



Jul. '94



July 30, '94



Aug. '94



Sept. '94



Oct. '94



Nov. '94

Presenting the winners of



"Find Your Perfect Match" Contest!

Stacey

My Perfect Match would definitely be Stacey McGill. We both love to shop. We're both wonderful at mathematics, and we both like to model. My heart belongs to New York!!

by Elyse Gibson, Age 11

Jessie

I am like Jessica because I love ballet although I don't dance and I think horses are magical and enchanting. One summer I read three hundred books, mostly horse stories.

by Nasira Beck, Age 13

Claudia

Claudia and I - the perfect two. Shopping is one thing we love to do! With our dark hair, and brown eyes. Another delight is having an artistic eye!

by Vanessa Terrazas, Age 12

Mallory

I like to read, and so does she. A writer or artist I may be. We both wear glasses. So don't you see? I'm just like Mallory.

by Joy Mahan, Age 9

Dawn

I think that I am most like Dawn Schafer because we both really like good ghost stories, consider ourselves to be individuals, and want to save the planet.

by Jennifer Zinn, Age 12

Kenner®

The purchase of a Baby-sitters Club doll will result in a donation to the Ann M. Martin Foundation, dedicated to benefitting children, education and literacy programs, homeless people and animals.

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The Baby-sitters Club ©1994 Scholastic, Inc.
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are each sold separately at major toy
stores nationwide.

These lucky girls told us which member of the Baby-sitters Club they are most like and why. Not only did the seven winners get their "Perfect Match" essays printed in DISNEY ADVENTURES, but each also received her very own Baby-sitters Club doll! These beautiful dolls bring to life your most treasured friends from the hit book series.

Kristy

When I read BSC books I feel I could be Kristy's character because she's spunky, imaginative, a comedian, sports fanatic, dresses casually, and she's outspoken-just like me!

by Anna Becker, Age 11

Mary Anne

I think I am like Mary Anne. I am shy, sensitive and I am also secretary of a club. I could be a true friend and a good listener.

by Rosanna Copas, Age 10



NO-NO NOVEMBER



NEWS**CAPCOM****NEWS**

LATE EDITION



DISNEY'S BONKERS HITS HOLLYWOOD TO TOON OUT CRIME.

Citizens Breathe Sigh of Relief

By Scoop Jones
CAPCOM PRESS

HOLLYWOOD, CA

This city, famous for its glamour and fabulous movie stars, is suffering its worst crime wave in years. Informed sources say

a very nefarious group of Toons, humans and their henchmen are behind all of the trouble.

Authorities are getting ex-Toon star turned cop Bonkers D. Bobcat and his human partner Lucky Piquel



Before Bonkers recovers the stolen Toon Treasure, he has to get Louse out of his hair.



Uh oh! Wooly and Booty are waiting to sabotage Bonkers at the end of the conveyor belt.

on the case A.S.A.P.! At a packed press conference today Bonkers told reporters, "These crooks won't own the streets for long. Let's just say by the time it's all over they'll be seeing stars. And not the kind in the movies."

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Ticket



Your
Guide
to TV,
Movies,
Music
and
More



VIDEO

Jurassic Park
recently stomped

into video stores, and you've probably watched it a kajillion times by now. But did ya know:

- *JP* filmed only huge mechanical dinos and CGI (computer-generated image) dinos; no dinosaur models were used. The full-size mechanical T-Rex was 28 feet tall and weighed 13,000 pounds.

Rrrroar! This raptor is one dino-mite movie star.

■ Remember the scene in which the T-Rex crashes into Lex's jeep and she shines a flashlight in its eyes? That was the mechanical T-Rex. The rest of the scene (even the T-Rex stomping after the jeep!) used only computer images.

■ The film crew wore huge "dinosaur feet" sandals to make the large dino footprints.

■ The blood-curdling velociraptor screams are actually enhanced dolphin noises.

■ When Lex hides in the kitchen from the velociraptors, the 'raptors' breathing is really a vocal mixing of two sounds: horse's breath and some dog named Buster's breathing.

■ Elephant, alligator, penguin, tiger and dog sounds were used for T-Rex noises.



New Rangers! That's what the producers of the **"Mighty Morphin Power Rangers"** announced last July. They were looking for teens between 15 and 18 with skill in martial arts, gymnastics or hip-hop dance to replace some of the current Rangers. An open casting call (meaning everybody's welcome to show up) was held at Katy & Co. Casting in Burbank, California, and more than 1,000 wannabe morphinates lined up. D.A. ditched work to check it out.



STEP 1 Sign in.

STEP 4 Jared Brown, 12, and Jo Eric Mercado, 15, hope their years of studying tae kwon do will help them in their audition.

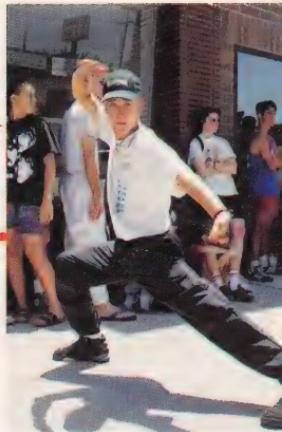


STEP 5 The lineup. Kids enter the casting room in groups of five. Now they're videotaped while each gives his or her name, age and skill. That's it. Six hours for a 15-second shot at stardom. Most are thanked on their way out the door.



POW!

STEP 2 Wait. And wait. And wait. Some hopefuls waited more than six hours in the smoldering heat.



STEP 6 The lucky ones. These three are asked to stay. They've each got 60 seconds to perform a routine, which also was videotaped. "Don't kick the overhead lights," the casting agent says.



STEP 3 Mark Matthews, 16, amused himself and others with power-ful moves while waiting to be called. He told D.A. he has an edge: He's been studying martial arts for six years, and Jason Frank (Tommy, the Green Ranger) was once his instructor.

Heeyaw!

D.A.'s pick: Hien Nguyen. His high-energy routine sent chills down our spine. Of course, if he does get picked to be a new Ranger, he'll have to change sides. D.A. saw his name listed in the credits of a recent MMPR episode as—*get this*—a putty patroller!

—Liz Smith



-er Tryouts



D.A. Jr. Reporter

Jennifer Rankin was cruising around the computerized chat rooms of America Online when she noticed a spooky screen name.

"Are you Hector from 'Ghostwriter?'" she typed.

Willie Hernandez, who plays Hector, the newest member of the "Ghostwriter" team, responded "Yes!" and jumped at the chance to chat online with D.A.

D.A.: Since you're on America Online, you must be interested in computers.

Willie: Definitely! But I hardly have enough time



**HAIR TIPS
BY
BEAKMAN**

to log on.

D.A.: Do you meet a lot of people online?

Willie: Yeah, mostly people who watch the show. They figure out who I am because my screen name is kind of obvious. They usually ask me if it's fun working on television.

D.A.: Is it?

Willie: Yeah, I get to meet a lot of cool people like Salt-N-Pepa.

D.A.: Do you and Hector like to do the same things?

Willie: Yeah, I really enjoy cracking all the codes on the show. Sometimes, I even figure them out before I get to the end of the script.



D.A.: Would you like to be a detective in real life?

Willie: Not really.... It's kind of dangerous, don't you think?

D.A.: Since you co-star with one, we have to know: Do you believe in ghosts?

Willie: Not really, but I believe in "Ghostwriter!"

—Jennifer Rankin

SO, Halloween's just around the corner and you still don't have a costume? Check out Beakman's tips for that way-out hairstyle every mad scientist must have:

D.A.: How do you make your hair stand up?

Beakman: I just looked in the mirror one day and got so frightened it stood straight up. It's been that way ever since.

D.A.: What can we use to get our hair to stand up like yours?

Beakman: Axe grease.

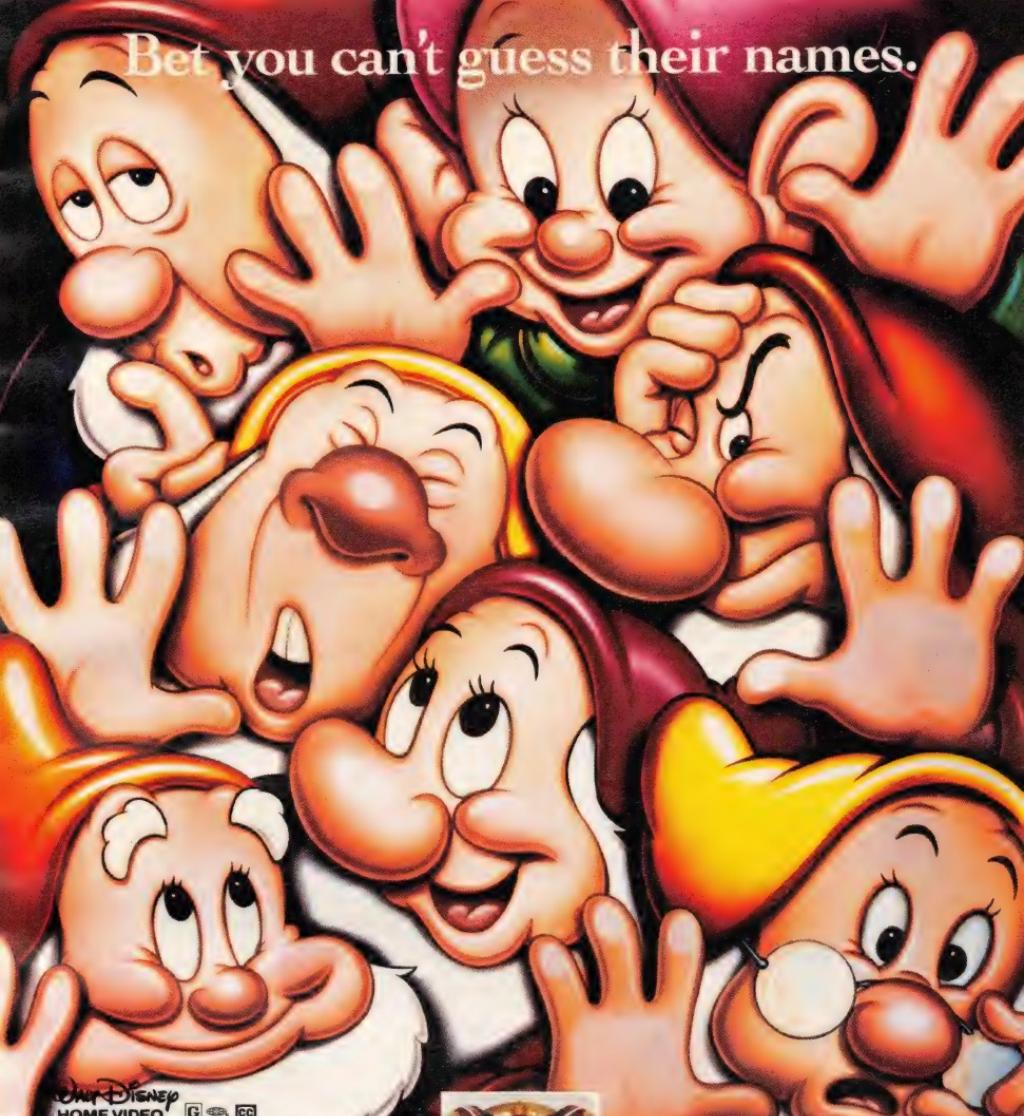
D.A.: What's the scientific advantage to having this hairstyle?

Beakman: It doesn't fall in your eyes when you're blowing something up!

Paul Zaloom plays Beakman on "Beakman's World," airing on CBS and the Learning Channel.

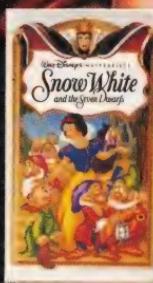
—Kim Lockhart

Bet you can't guess their names.



Walt Disney
HOME VIDEO G CC

Which one is Happy? Dopey? Sleepy? Uh-oh. That's three names right there! To learn the rest, you'll have to watch Walt Disney's *Snow White and the Seven Dwarfs*. Coming to video for



the first and only time this century on October 28th. Tell your parents. And if they're really, really good, you could let them watch the movie, too. SOMEDAY HAS FINALLY COME.

Available October 28th for a limited time.

Walt Disney Home Video distributed by Buena Vista Home Video, Burbank, CA 91521. ©1994 The Walt Disney Company.



Mickey and friends hip-hop to the 'hood with a brand new CD called **"Mickey Unrapped."** The mighty mouse, joined by Tag Team, Color Me Badd and Whoopi Goldberg, puts a Mickey spin on popular rap tunes. Tag Team and Mickey sing *"Whoomp! (There It Went)"*. Salt-N-Pepa and En Vogue's *"What a Man"* becomes *"What a Mouse"*—with Minnie's help. D.A. phoned Tag Team's **D.C.** and **Steve** (D.C. did most of the talking 'cause Steve was on his car phone) in Atlanta, Georgia, to rap with them about rappin' with Mickey.



D.A.: How did you pick the name Tag Team?

D.C.: When Steve was about 17, he was in a store, saw Tag Team on a clothes label, and thought it'd be a good name.

D.A.: Everybody's been going around saying, "Whoomp! (There It Is)," but what does it mean?

D.C.: It's an expression you use to agree with anything on a positive vibe.

D.A.: How did you get involved in the Mickey Unrapped project?

D.C.: Well, Mickey called us. We feel special.

D.A.: What was it like working with Mickey?

D.C.: He was real cool, down-to-earth.

Steve: He's bigger than I thought he would be.

D.A.: Was it hard for Mickey to learn how to rap?

D.C.: Well, he's got a lot going against him. First, he's a mouse. For a mouse to



rap, that's a remarkable thing. Second, he's got this squeaky, high-pitched voice. But he was positive. It was hard for him, but he kept on going.

D.A.: Steve, we heard that when you were a kid, you made music from stuff around the house. Like what?

Steve: One time I made a guitar out of a walkie talkie, some cardboard and rubber bands.

D.A.: Do you get recognized?

D.C.: Yeah, we get mobbed. One 12-year-old girl kept saying, "I'll do anything to go onstage with you." So I told her where to stand at the concert. We brought her up onstage. She sang and danced with us, and she had a great time. —Liz Smith

Hey Kids!

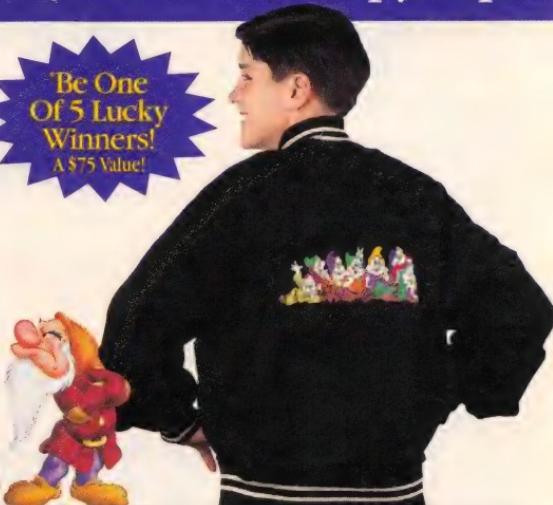
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Here's How To Enter The "Snow White" Sweepstakes!†

Write your answers to the following question in the blanks below.
Then send them along with your name, address and age to:

"Snow White" SWEEPSTAKES
P.O. Box 82282
St. Paul, MN 55182 U.S.A.

What are the names of the 7 dwarfs?



*Each prize valued in U.S. Dollars. †Abbreviated Rules: No purchase necessary. Open only to U.S. and Canadian residents excluding Quebec. Void in Quebec and where prohibited. To enter, complete this official entry form or hand print your name and complete address on a 3" x 5" piece of paper and mail to: Snow White Sweepstakes, P.O. Box 82282, St. Paul, MN 55182, U.S.A. Entries must be received by December 15, 1994. Winners who are Canadian residents must correctly answer a skill-testing mathematical question prior to receiving a prize. Odds of winning depend on the number of entries received. Winners will be selected by a random drawing on or before January 30, 1995, under the supervision of an independent judging organization. Entrants agree to be bound by the Official Rules, which are available by sending a self-addressed stamped envelope to: Snow White Official Rules Request, P.O. Box 82283, St. Paul, MN 55182, U.S.A. WA and VT residents may omit return stamp.

Walt Disney Home Video distributed by Buena Vista Home Video, Burbank, California 91521, U.S.A.

Printed in U.S.A. © The Walt Disney Company.

From left to right: Bashful, Sneezy, Doc, Grumpy, Happy, Dopey, Sleepy.

What would you do if your parents were sports jocks and you just wanted to be an actor? **Matt McCurley**, 12, got a starring role in a football movie! (You may remember him as the scene-stealing villain in *North*.) The film: *Little Giants*, about a wimpy, underdog team vs. a buff, super-jock team. Matt met D.A. for an afternoon snack. What a gentleman! He held the door for us and insisted on paying for everybody's sodas.

In *North*, Winchell wants to be ruler of the world. If you could rule the world for one day, what would you do?

Matt: I'd take all the [excess] food supplies and give them to the homeless people. I'd start a campaign for a city I've been trying to build for homeless people.

Then what would you do for fun?

Matt: I'd go to Europe



LITTLE giant

with my brother. And my mom and dad.

How did you get started in acting?

Matt: I wanted to be a Nickelodeon game show host. It's true. I went to a modeling agency, got a manager, did commercials, and here we are!

What's your favorite football team?

Matt: Giants. OK, mom, I said Giants. See, mom and dad are jocks. I'd rather watch old TV shows like "Bewitched,"



"Mary Tyler Moore," and "I Love Lucy."

Who do you play in *Little Giants*?

Matt: I play Nubie, the assistant coach. He's a geek. Right now I have Nubie hair, I don't like it. I normally wear it slicked back.

Did you get any souvenirs?

Matt: On *Little Giants*, all the kids got footballs signed by the all-Madden team: Emmet Smith, Bruce Smith, Steve Edmond, Tim Brown, and John Madden. They help my team in the movie.

What do your friends think about your being in the movies?

Matt: Well, they dragged me to see *North*. When my name came up on the credits, they screamed and embarrassed me. After the movie, a friend told other kids in the audience, "He's in the movie."

Did they ask for your autograph?

Matt: No. But they will! They will! —*Liz Smith*

He's beginning to look...



TM & © 1995



Charlie Brown, Lucy, Snoopy, Woodstock, The Great Pumpkin, Linus and his security blanket—these are just a few of the characters that cartoonist **Charles M. Schulz** has created in the 40 years that he's been drawing his comic strip, "Peanuts." And he hasn't run out of ideas yet. Good grief, what's his secret? D.A. called him to find out.

Good Grief, It's Charles Schulz!

D.A.: Is Snoopy based on a real dog?

Schulz: Snoopy's based on a dog named Spike that I had when I was 13. He might have been a border collie. He was definitely not a beagle. When the strip first began, Snoopy wasn't a beagle, either. He walked

around on all four feet. Years later, Snoopy got up on his hind legs and began to think.

D.A.: Were you and Spike best pals, like Charlie and Snoopy?

Schulz: No! He was hard to be pals with because he was very wild. He was very bright, though. He could understand at least 50 or 60 different words, which was amazing.

D.A.: Is Charlie Brown based on a real person?

Schulz: He's named after a friend of mine. I asked him if I could use his name, because I thought using the whole name was funny. We always called him "Charlie Brown" instead of "Charlie."

D.A.: Where did Peppermint Patty come from?

Schulz: One day I was walking through the living room and noticed a dish full of candy—Peppermint Patties. I thought "Gee, that would be a good name for a girl character," so I created



the character to fit the name.

D.A.: Do you have any

favorite characters?

Schulz: Every time I start thinking about it, it's like, well, I like Charlie Brown...yeah, but I also like Snoopy, and of course I like Linus, and I like Peppermint Patty and Marcie. I like all the characters who appear regularly.

D.A.: How many hours a week do you work on the strip?

Schulz: I work 9 to 4 every day except weekends. If I go to the same room and sit at the same drawing board, I think of better ideas than if I work on an erratic schedule.

D.A.: OK, here's the big question everyone wants answered: Will Charlie Brown ever kick the football?

Schulz: [Laughing] I doubt it. It's tempting, but when you've established a theme, it's a mistake to tear it down just to get a little bit of attention.

—Heidi MacDonald

T I M A L L E N

a lot like Christmas.



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QUEST for B

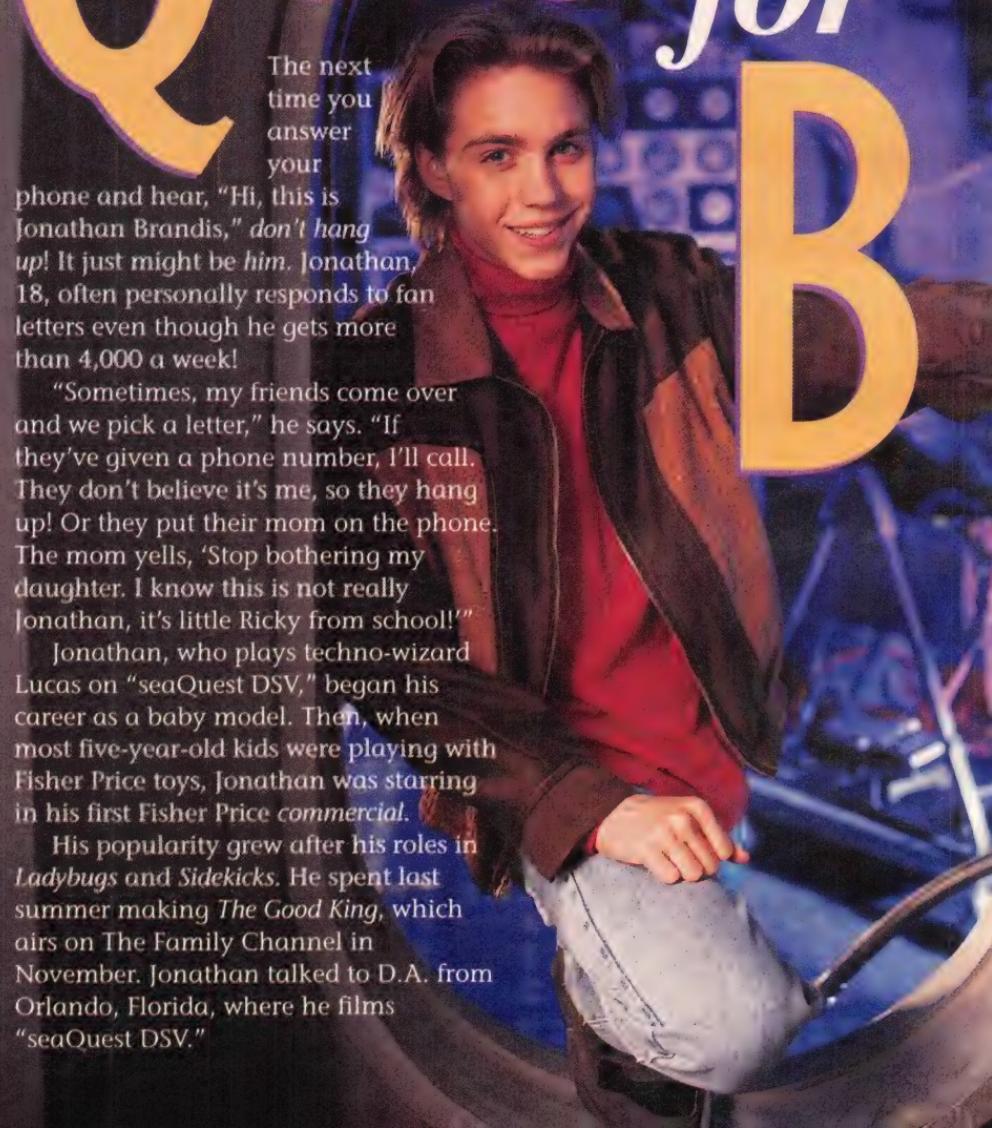
The next time you answer your

phone and hear, "Hi, this is Jonathan Brandis," *don't hang up!* It just might be him. Jonathan, 18, often personally responds to fan letters even though he gets more than 4,000 a week!

"Sometimes, my friends come over and we pick a letter," he says. "If they've given a phone number, I'll call. They don't believe it's me, so they hang up! Or they put their mom on the phone. The mom yells, 'Stop bothering my daughter. I know this is not really Jonathan, it's little Ricky from school!'"

Jonathan, who plays techno-wizard Lucas on "seaQuest DSV," began his career as a baby model. Then, when most five-year-old kids were playing with Fisher Price toys, Jonathan was starring in his first Fisher Price commercial.

His popularity grew after his roles in *Ladybugs* and *Sidekicks*. He spent last summer making *The Good King*, which airs on The Family Channel in November. Jonathan talked to D.A. from Orlando, Florida, where he films "seaQuest DSV."



D.A.: Would you like to live underwater?

Jonathan: No, I'd go crazy! I've never been on a real sub and gone, like, 20,000 leagues under the sea. But I've been on subs in docks. They felt kind of cramped and claustrophobic. The "seaQuest DSV" environment, if it existed, would be incredible.

We have some fake jobs on the show. Lucas' job, knowing all about computers, is interesting. I'm computer-blind in real life. It would help a lot if I knew more about computers.

D.A.: So do you want to direct?

Jonathan: Yes! I'd like to do something with kids, an adventure film. There's a lot of *Home Alone* type movies, but not many good kid adventure movies.

D.A.: Since you're an only child, you probably didn't get into much

trouble at home. But what about in school?

Jonathan: Oh, yeah. I got into lots of trouble, but I rarely got into fights. Hey, when I was younger, I was very loud in class. I carried jokes on too long, which got to my teachers. In ninth grade, I went to a small private school with very few kids and teachers. For the first time, I talked to teachers as people and not as teachers. I started to get serious about learning.

D.A.: If you had the choice, would you live underwater, on land or in space?

Jonathan: In space. I'm slapping my own show in the face and totally siding with "Star Trek" when I say that. I love the ocean, but in space you can go out in your space suit and float around.

D.A.: Who has the coolest job on "seaQuest DSV"?

Jonathan: The director.

D.A.: And who has the coolest job on a submarine?

Jonathan: I don't really know what they do on a real sub.

D.A.: What's *The Good King* about?

Jonathan: It's a coming of age story set in the 1350s. I play a prince who rebels against his

family and tries to become king. I got to go horseback riding, wear great costumes and sword fight. I did sword fighting when I was a kid but never got paid to do it.

D.A.: If you could have anything from that era, what would it be?

Jonathan: Some of the weapons. The swords were terrific. The real swords were longer and heavier than the ones we used. And I'd love to own a horse—I don't have the room now.

D.A.: You've gone from playing a prince to doing the voice of the villain Mozenrath on "Disney's Aladdin." Which do you like playing better, the good guy or the bad guy?

Jonathan: The bad guy! They're twice as interesting. In the future, I'd love to be a bad guy in a [live-action] film. Mozenrath is a great evil wizard, the complete opposite of Aladdin. It's really fun.

D.A.: If you could invite any five people to dinner, who would they be?

Jonathan: Where are we going to dinner?

D.A.: How about your place?

Jonathan: OK. The Pope, Tom Hanks, Val Kilmer, Gary Oldman....Wait, no, scratch the Pope, change it to Robert

Zemeckis [director of *Back to the Future*, *Forrest Gump*]. OK, where are we, how many do I have? Need one more? My mom!

—Liz Smith



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Disney
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To enter, you
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as of
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New York, New York 10011-9060

NAME

ADDRESS

CITY

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STATE

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AREA CODE PHONE NUMBER

BIRTH DATE: MONTH DAY YEAR

I did not have any help answering the contest questions.

YOUR SIGNATURE

ONE OF YOUR PARENTS' SIGNATURES

DATE

COVER CONTEST OFFICIAL RULES:

1. NO PURCHASE IS NECESSARY TO ENTER. On an official entry form or on a plain piece of 3" x 5" paper, print or type your complete name and address (including zip code), age and daytime phone number (including area code) along with the responses to all of the survey/contest questions. Mechanically reproduced entries are acceptable.

2. Mail your completed entry with first-class postage affixed in an envelope addressed to DISNEY ADVENTURES, Cover Contest Sweepstakes, 114 Fifth Avenue, New York, New York 10011-9060. Entries must be postmarked by November 22, 1994. Limited to one entry per person and one entry per envelope. Entries become the property of Disney Magazine Publishing, Inc. ("Disney") and will not be returned. Disney is not responsible for lost, late or misdirected mail.

3. Winner will be selected in a random drawing on or about February 1, 1995, from all eligible entries received with correctly answered contest question.

4. Sweepstakes open to residents of the U.S. who are ages 7 to 14 as of November 22, 1994. Employees of Disney, its parent and affiliated companies, its advertising and promotion agencies, and their families are not eligible to participate. Void where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. Return of prize notification as undeliverable will result in disqualification of winner, and an alternate winner will be selected.

5. Prize winner will be notified by mail. No substitution or transfer of prize permitted. Prize will be awarded only to parent or guardian of winner. All federal, state and local taxes on prize are the sole responsibility of winner's parent(s)/legal guardian. Acceptance of prize offered constitutes permission to use the winner's name and/or likeness and submission for advertising, trade and promotional purposes without further compensation. Prize will be awarded.

6. PRIZE: a complete library of DISNEY ADVENTURES (approximate retail value: \$140).

7. For the name of the winner, available after December 1, 1994, send a separate self-addressed, stamped #10 envelope to DISNEY ADVENTURES, Cover Contest Winner, 114 Fifth Avenue, New York, NY 10011-9060.

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SCARY
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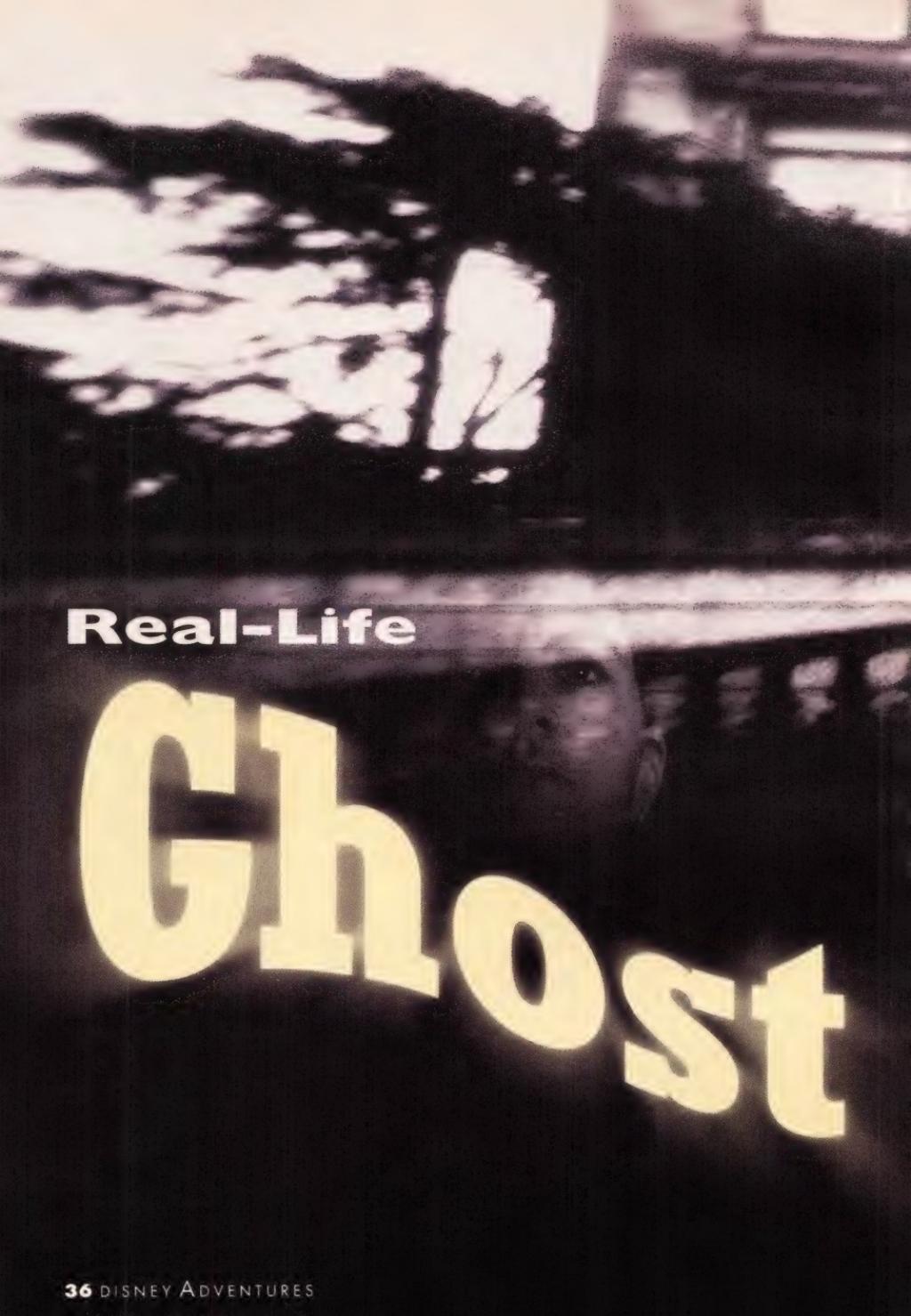
Ghosts?

Monsters?

Vampires?

We've got them all in this special
Halloween section!

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A Special Effects Guide to Creating Scary Makeup.....	43
The Prize-Winning Story From Our Scary Stories Contest	48
"Gargoyles," a Spooky New Comic Based on the TV Show	52



Real-Life

Ghost



buster

D.A. gets the scoop on spook-snooping
with ghost hunter Loyd Auerbach.

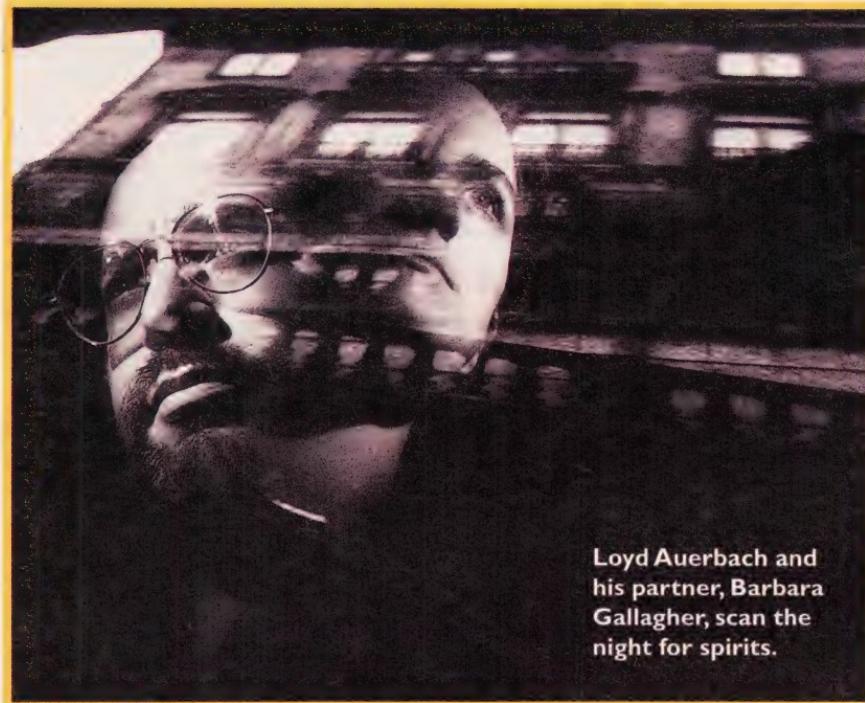
Every place is haunted," says Loyd Auerbach. He should know.

Auerbach's been looking for ghosts since he was a kid. In high school, he and his buds formed a club to study what experts call the paranormal—weirder-than-normal stuff that can't be explained by

two kinds of ghosts. First, there's the traditional one that you see but don't hear. This ghost doesn't act like it knows you're there. It might walk right through you.

D.A.: How does it get into your house?

L.A.: Places can act like VCRs.



Loyd Auerbach and his partner, Barbara Gallagher, scan the night for spirits.

science. Then Loyd got a college degree in parapsychology, which basically means that he's a ghostbuster. We asked him how to handle ghostly house guests.

D.A.: How do you know you have ghosts in your house?

L.A.: You see them! There are

They pick up energy that people give off there and record it. Some people are very sensitive to these "recordings" and just sort of hook into the house's energy, or "VCR." When that happens, they see a replay of past events.

D.A.: What can you do to get

rid of this ghost?

L.A.: Basically nothing. But you can "record over" the past event that's being replayed. For example, a big party would probably give off enough energy to erase the energy of the past. Of course, in the future someone might see your party!

D.A.: What's the other kind of ghost?

L.A.: It's called an apparition; it has intelligence and can talk to you. It's like an interactive video game—but someone really is there, in another form of energy that some living people can see.

D.A.: What do you do if you think you see an apparition?

L.A.: Apparitions get really mad if you ignore them. They want attention; that's why they've come here. So ask it, "What do you want?" Then you can probably start talking with the apparition and find out a lot of neat stuff about the past, about its life and why it's in your house.

D.A.: Can ghosts hurt you?

L.A.: I've never heard of a ghost or apparition hurting someone. The only way you can get hurt is by getting scared. When people get scared they do stupid things, like run into walls and break their noses!

D.A.: What's a poltergeist?

L.A.: That word means "noisy

Do-It-Yourself Ghost busting

Here are some of Loyd's tips for starting your own ghostbusting career:

1 Lots of "ghosts" can be explained by asking the right questions: Who saw the ghost? Who was in the room at the time? Did everyone see it, or did only one or two people? What time of day was it?

Sometimes the questions might lead you to a normal explanation. Like the time a woman thought she had a ghost because a strange light traveled up her wall at the same time every night. It turned out to be the headlights of a neighbor, turning into his driveway on his way home from work.

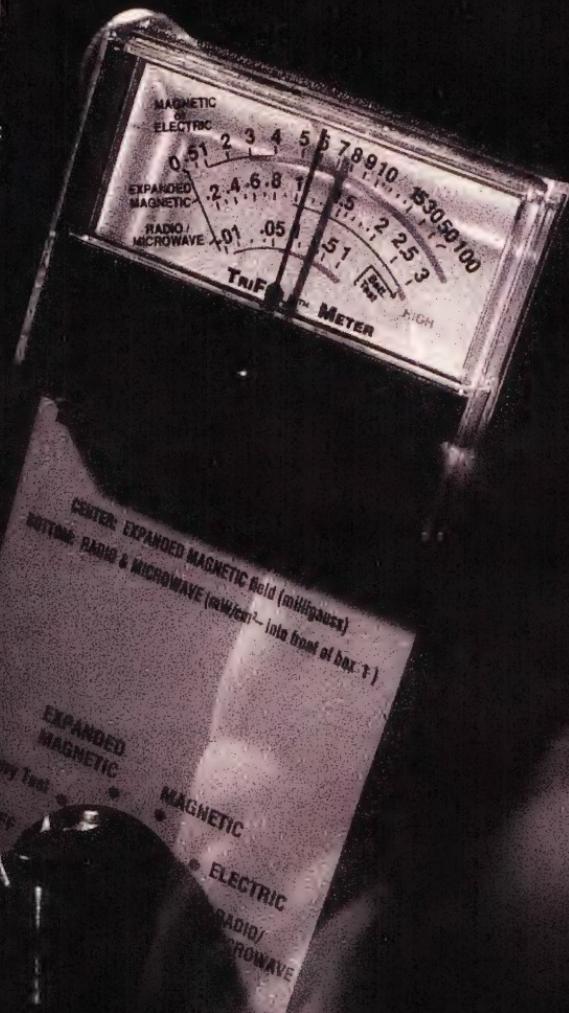
2 Learn some basic science. Some ghosts turn out to be strange echoes caused by refrigerators or furnaces.

Sometimes electricity can cause lights to dim or blink as if a ghost is in the house. If you understand science, you won't confuse natural phenomena with paranormal events.

3 Learn some basic magic. If you can tell what's magic and what's real, you'll be better able to decide what's a ghost and what isn't.

—C.E.

If a ghost's around, the dial on this high-tech device—called a magnetometer—will go crazy. That's because ghosts and apparitions can change the magnetic energy in the places they haunt.



Ghost-tracking Tools

Pro ghostbusters use some high-tech gizmos.

Geiger counter:

Measures levels of radioactivity. Since apparitions are a source of energy, they sometimes can be detected with a geiger counter.

Thermograph video camera:

Measures heat patterns. Because apparitions are energy and produce heat, you can see them in pictures taken with a thermograph camera. That's important to people who aren't psychic enough to see them in the first place. Unfortunately, this camera costs \$65,000!

Magnetometer:

Measures the levels of magnetic energy around haunted places. For some reason, ghosts and apparitions make the magnetic field do crazy things.

ghost." Poltergeists can move things. They might knock pictures off the wall or throw glasses. Actually, some people are poltergeists! They have very strong psychic energy but don't know it. They make objects move just by thinking about it in their unconscious mind.

D.A.: Why would they do that?

L.A.: Usually it's because they are under stress. Like this boy, David, whose parents were pushing him to join the swim team. David didn't want to be on the team, but he wanted to please his parents, so he joined. That caused him to have a lot of stress, so his unconscious mind started playing powerful tricks. When David got really stressed out, water would burst from the ceiling wherever he was!

I figured out that when David was stressed and was near water—even a kitchen faucet or a glass of water—he could make water burst from the ceiling! He didn't even know he was doing it. So his parents let him quit the swim team, and their water problems disappeared.

D.A.: So how do you find a poltergeist?

L.A.: Find out who's in the room when strange things happen. Then find out who's under a lot of stress or who is very angry about something but won't talk about it. *That's your poltergeist!* —Clifton Ellis

X 2

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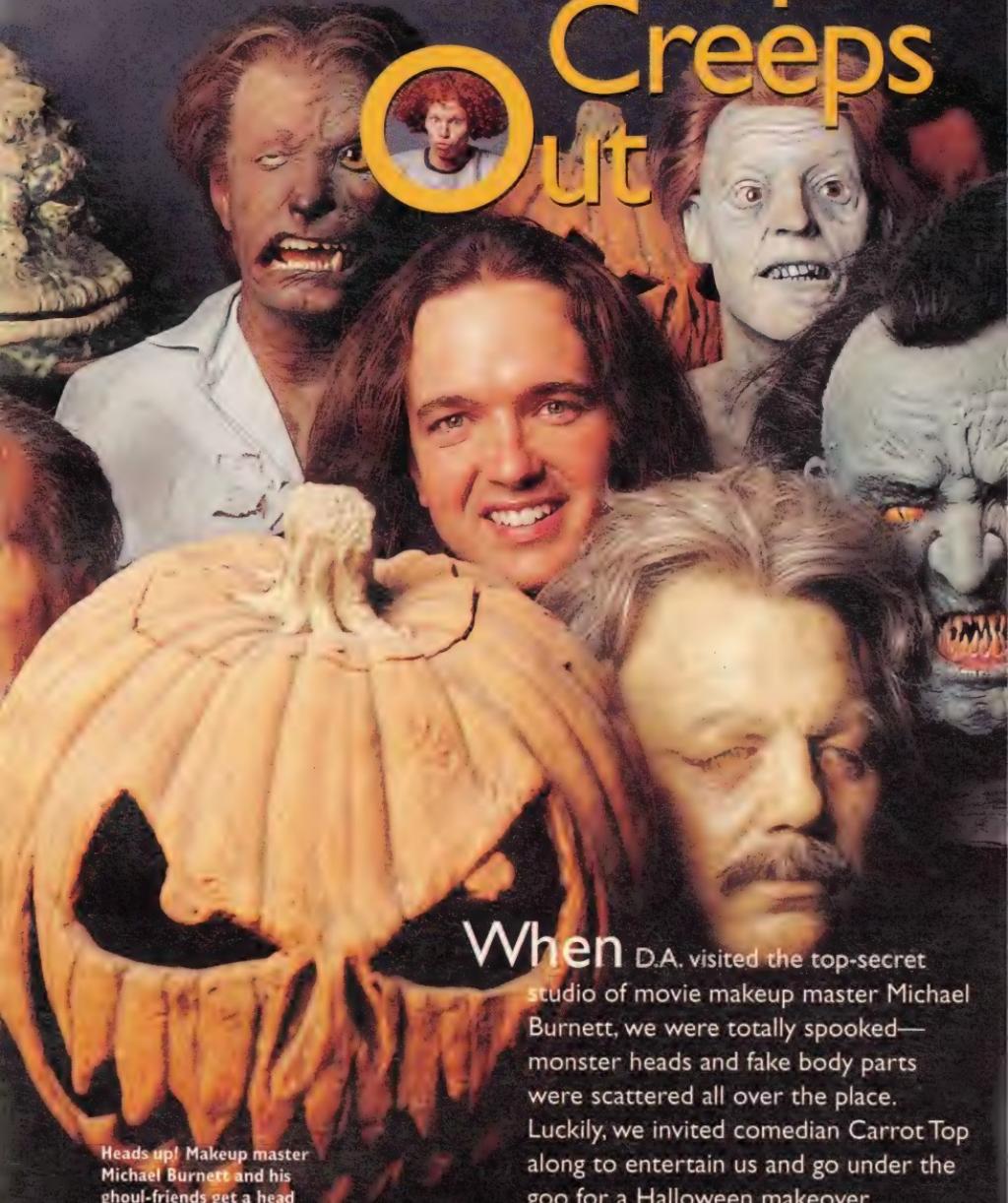


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Carrot Top Creeps Out



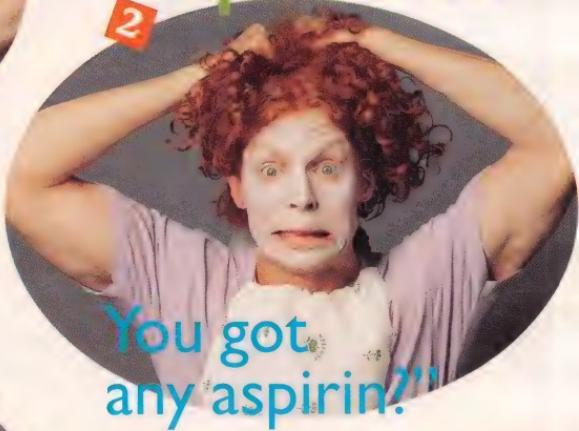
Heads up! Makeup master Michael Burnett and his ghoul-friends get a head start on Halloween.

When D.A. visited the top-secret studio of movie makeup master Michael Burnett, we were totally spooked—monster heads and fake body parts were scattered all over the place. Luckily, we invited comedian Carrot Top along to entertain us and go under the goo for a Halloween makeover...

Carrot Top went totally crazy messing with all the toys, spare hands and beastly heads. "That's what happens when you put me in a room with too much stuff to play with," he said. Finally, he sat down, put on his paper-towel bib and promised to be good.



**"Look,
I'm Elton John!"**



**"I feel so
pale....**



**"Ha!
Now I'm the
Joker!"**



**"I'm getting
scarier! This is
really cool—and
so symmetrical."**



"I'm ver-r-y
thirsty. How
do you swallow
with these
things in your
mouth?"



MAKE YOUR OWN Monster Makeup

For the Count Dracula Look...

FANGS

WHAT YOU NEED:

Laughing Cow cheese

WHAT YOU DO:

1. Peel the wax cover off the cheese, and form it into a tooth shape.
2. Dry off your incisor teeth with a tissue (this helps the wax stick).
3. Press the wax over each tooth. Form it into a fang with your fingers.

BLOOD

WHAT YOU NEED:

½ cup clear corn syrup
2 tablespoons red food coloring
2 drops blue food coloring
1 tablespoon white flour

WHAT YOU DO:

1. Mix the corn syrup and food coloring together until the mixture is an even color.
2. Slowly mix the colored syrup into the flour, being careful not to form any lumps.
3. Apply to your face.



For the Quasimodo Look...

EYE BALL

WHAT YOU NEED:

1 Ping-Pong ball
Colored markers

WHAT YOU DO:

1. Have your parents help you cut the Ping-Pong ball in half.
2. Use the markers to draw the pupil (black spot in center) and the iris (color area surrounding pupil). A few veins are a great touch!
3. Use face dough (see next recipe) to stick the Ping-Pong ball on your face.



FACE DOUGH

WHAT YOU NEED:

¾ cup white flour
1 egg
¼ cup clear corn syrup
2 packets unflavored powdered gelatin
2 drops red food coloring
2 drops yellow food coloring

WHAT YOU DO:

1. Mix the flour and gelatin in a bowl.
2. In a separate bowl, thoroughly mix the egg, syrup and food coloring.
3. Slowly add the liquid to the powder, stirring until a paste is formed.
4. Apply to your face around the ping pong ball to make it look like your eye is falling out of your head.

TIPS: Apply a thin coating of corn syrup to your face first to help the face dough adhere.

5. Dip your finger in warm water and use to smooth the edges.

—Kim Lockhart

For more frightening makeup formulas, check out Michael's three-volume video series, "The Art of Special Make-Up Effects." It takes you from basic makeup to prosthetics (like noses and ears) to advanced effects such as mechanical masks.

RUN LIKE

CRAZY!



BLACKJACK'S BOOBY TRAPS!



AVOID OBSTACLES!



ZARRE BAD GUYS!



DIAGONAL VIEWPOINT!

AI-YI-YI-YI-YI! IT'S KID KLOON AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! **KEMCO**.

Dear Scary Story Fans,

I loved reading all your kooky, spooky and ooky stories. Pugsley Addams likes gore; Jimmy Workman loves a good scary mystery. It was no easy task for me to pick a winner. All of the stories were imaginative and very well written.

I would like to mention the finalists and congratulate them on their entries: Jon Addington's "Midknight" and the super scary cat; Erin Dean's "Game Over" on the reality of virtual reality; Dan Gavigan's "The Ghostly Family" on how dreams can be reality; Haley Hemen's "The Mummy's Curse"—just don't ever go on an Egyptian vacation; Vicky Hsu's "Three Strikes, You're Out!" on envy and how it can take over your life; Renee Jamieson's "The Mood Ring," a great and creative story; Elena McCune's "Skeleton Keys," a lonely, touching story; Ethan Moseley's "Under the Rug," a chilling story about a small, furry gray creature; Robert J. O'Brien's "The Master Gnome" and the power of magic; and James Szczepaniak-Gillece's "A Friend for Katy" about how imaginary friends can affect our emotions.

The story I think is the best and my Grand Prize Choice—since I can only choose one—is "Gimme a Smile" by 11-year-old Jane Jonas. It's a very creative vampire story that was well-written and would be good for "Tales From the Crypt." It's too bad they all couldn't win the grand prize and be published, because they were all so good. Congratulations, Jane, and all of the talented young writers who wrote in.

Sincerely,



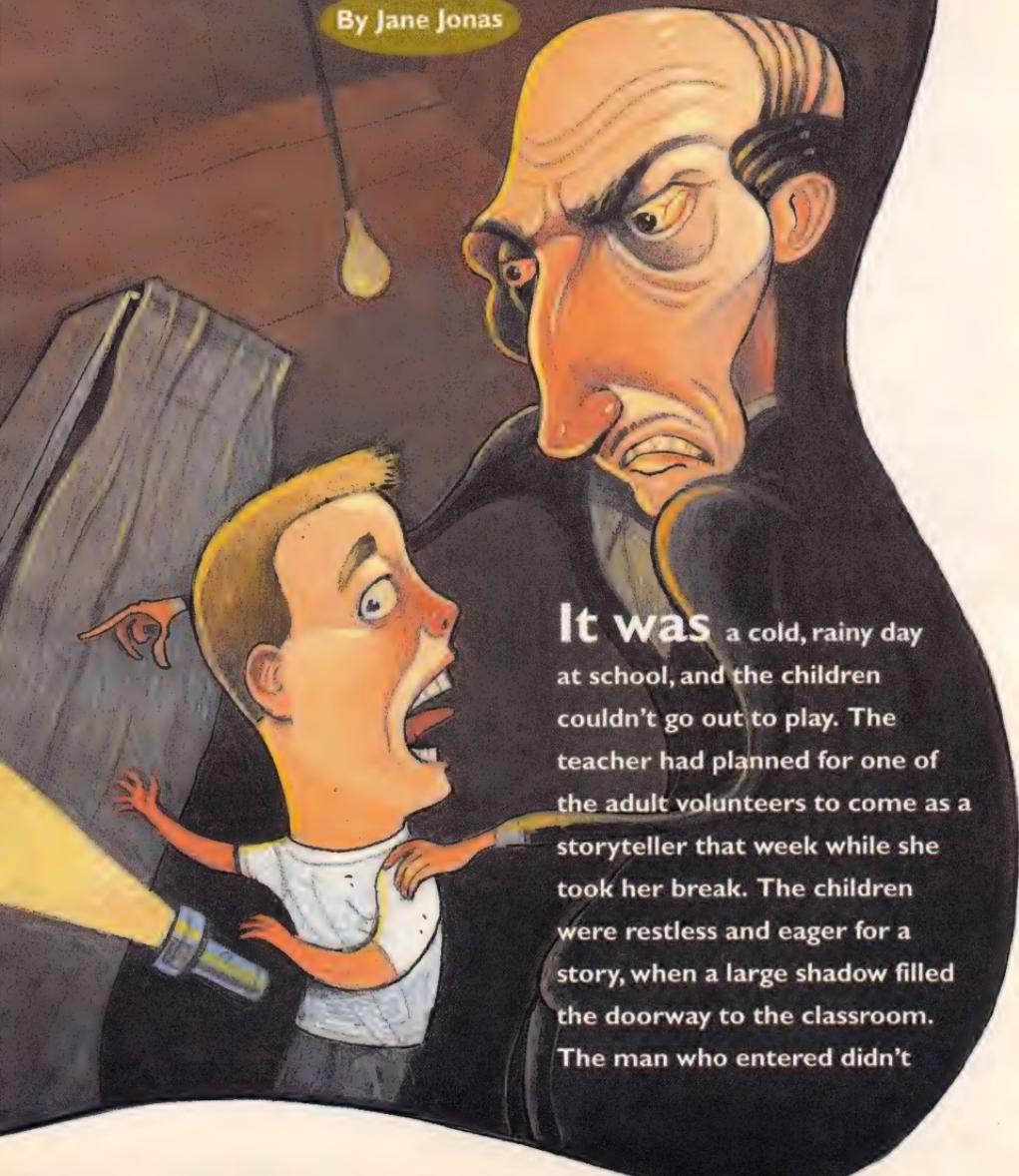
Jimmy Workman

WARNING:
IF YOU SCARE
EASILY OR HAVE
NIGHTMARES,
DON'T READ
THIS STORY.

Star of *The Addams Family* and *Addams Family Values* and D.A.'s Scary Stories Contest judge.

Gimme a Smile

By Jane Jonas



It was a cold, rainy day at school, and the children couldn't go out to play. The teacher had planned for one of the adult volunteers to come as a storyteller that week while she took her break. The children were restless and eager for a story, when a large shadow filled the doorway to the classroom. The man who entered didn't

offer his name, but he seemed eager to tell a spooky story, which is what the children asked for after their teacher had left. He began slowly and deliberately:

One day, not so long ago, a boy named Daniel wanted to go explore the woods because they looked so intriguing. He wanted to look in the old ramshackle shed by Mr. Clask's house, which had provoked his curiosity, but he didn't want to do it alone. He thought he might be able to get Jim to explore with him.

Daniel didn't know Jim very well. The two had met while shopping at the 24-hour Quik Mart just after dusk one evening. They had chatted while Daniel picked up food for dinner and Jim bought cans of V8 juice. "For emergencies," Jim had explained.

During nightly visits to the Quik Mart, Daniel learned that Jim's parents worked at the blood bank and that Jim was home-schooled. After a few meetings, their talk turned to adventures they had had. Jim bragged that he had explored old man Clask's shed and that it was really easy, because his family lived next door to old man Clask. Furthermore, Jim's family had gone with him.

Daniel reasoned that Jim

would be the ideal choice to return to the old shed with.

"Hey, Jim," Daniel exclaimed. "Why don't we go together to check the shed out right now?"

Jim said, "Well...OK, but I think you should know I've heard rumors that old man Clask is a vampire."

But Daniel said, "C'mon. Let's just go and look. No harm done."

As they left the Quik Mart, Daniel grabbed a flashlight out of his pocket and clicked it on.

They raced toward the dark silhouette of the old shed. Daniel arrived at the door first, and he pulled the door open. It gave out a loud warning creak as it opened. Daniel's flashlight raced around the room until it rested on a long box that looked like a refrigerator. It was covered with a black cloth.

Jim whispered behind him, "We should get out of here. If old man Clask finds us, we could be in real trouble."

Daniel replied scornfully, "C'mon, we'll just lift the curtain to see what's inside."

As Daniel began to lift the cloth, a heavy hand clamped onto his shoulder. Daniel spun around, startled, to find Mr. Clask glaring down at him. The old man started to say, "What are you do..." when he saw Jim out of the corner of his eye.

His face turned ghastly white, and he gasped, "It's you—the vampire!"

Jim denied the old man's accusation with a shrug. He turned slowly to Daniel and said, "Let's get out of here. I told you the old man was crazy."

Daniel exclaimed, "He sure is! Why would he accuse you?"

The old man was not so easily ignored. He shouted threateningly, "He is a vampire. Don't leave with him! Before you go, ask your friend to smile. I swear you'll see his fangs. Make him smile!"

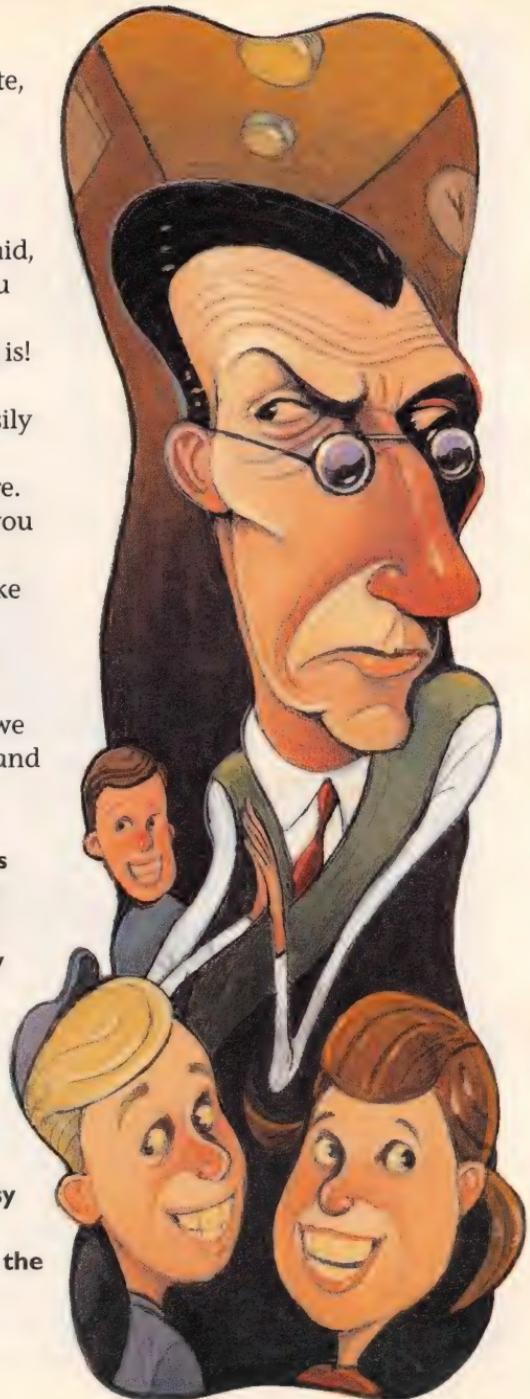
Daniel said, "Well...it's not much to ask. Why don't you show him your smile, Jim, so we won't be accused of breaking and entering?"

Just as the old man was about to finish the story in the classroom, one of the children interrupted, crying, "This story is too scary. I would feel a lot better if everyone in this room smiled so I know there are no vampires here."

"Good idea," chimed in all the other children.

The children were all so busy exchanging their wide, toothy grins that they failed to notice the old man refused to smile.

The End



GARGOYLES

a STUDY IN STONE

"THEY ARE FASCINATING CREATURES..."

...THESE GARGOYLES.

I ALMOST HAD THEM, OWEN. THEY WERE MINE, ALONG WITH THIS CASTLE. BOUGHT AND PAID FOR.

BUT THEY REBELLED.



YES, SIR.



JZ 2111

LET'S REVIEW WHAT WE KNOW, SHALL WE?

IF YOU WISH, SIR.
SAHÉM...

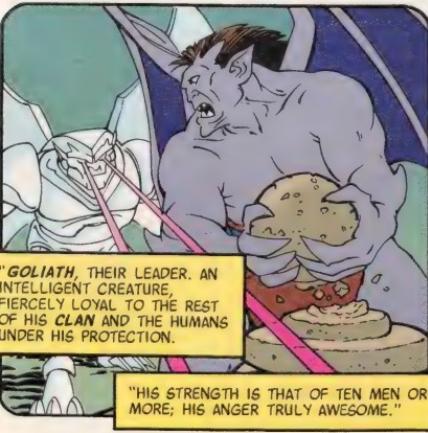
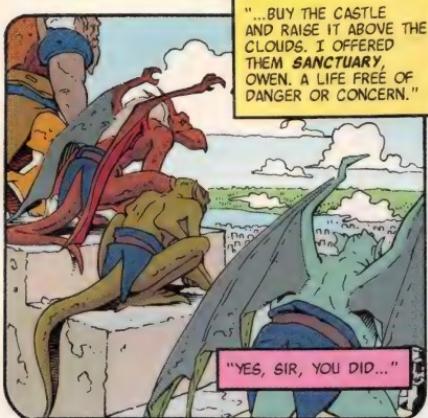
FILE NUMBER
GARGOYLES



"YOU FOUND THE CASTLE AND THE GARGOYLES IN SCOTLAND, MONTHS AGO.

"THEY HAD BEEN TURNED TO STONE BY A SPELL THAT WOULD KEEP THEM THAT WAY UNTIL THE CASTLE ROSE ABOVE THE CLOUDS."

"YES, THE SOLUTION SEEMED EASY ENOUGH..."





"BROOKLYN, GOLIATH'S SECOND-IN-COMMAND, YOUNG, IMPETUOUS; EAGER TO PROVE HIMSELF. HIS PRIDE MAY BE HIS GREAT WEAKNESS..."

"THEN THERE'S LEXINGTON. HE HAS A NATURAL AFFINITY FOR MACHINES. SURELY I CAN PLAY ON THAT IN SOME WAY...?"



"ONE MIGHT THINK OF BROADWAY AS THE CLOWN OF THE GROUP; JUST A BIG DUMB GARGOYLE WITH HIS BRAINS IN HIS STOMACH."

"A DANGEROUS MISTAKE; HE'S AS MUCH A WARRIOR AS ANY OF THE OTHERS, AND JUST AS SMART."



"HUDSON IS THE ELDER STATESMAN OF THE GROUP; A FINE STRATEGIST AND PLANNER. THOUGH OLD, HE'S BY NO MEANS WASHED UP."



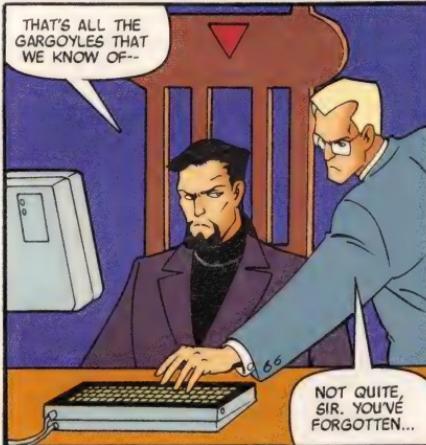
"I MIGHT BE ABLE TO PLAY ON HIS DISLIKE AND DISTRUST OF THE MODERN WORLD TO LURE HIM INTO A TRAP."

"AND WHAT OF BRONX, SIR?"

"A BEAST, OWEN--NO MORE THAN THAT. BUT A CUNNING ONE. HIS LOVE OF HIS MASTERS MAY PROVE HIS UNDOING."



THAT'S ALL THE GARGOYLES THAT WE KNOW OF--



"AH, THE LOVELY DETECTIVE ELISA MAZA. SHE IS THE GARGOYLES' HUMAN CONNECTION. IN MANY WAYS, OWEN, I THINK THAT SHE IS THEIR ACHILLES' HEEL."

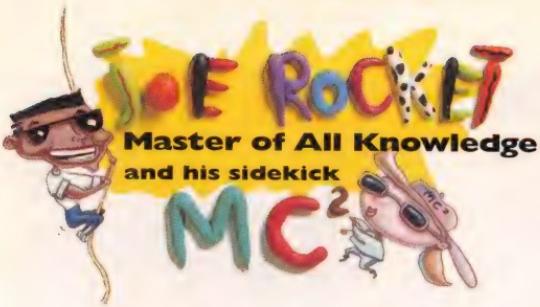


"YES-- DEMONA. ONCE GOLIATH'S LOVE, NOW HIS BITTEREST ENEMY. BUT HER VENDETTA AGAINST HUMANITY MAKES HER A DANGEROUS ALLY."

THIS LITTLE REVIEW HAS BEEN QUITE ENLIGHTENING. I'M READY TO PLUNGE BACK INTO THE FRAY. IT'S JUST A MATTER OF TIME, OWEN. THE GARGOYLES WILL BE MINE ONCE MORE.



END



Hey!

We're all gathered around

Dip, watching him twitch in his sleep. "I think he's dreaming about chasing a cat," says MC2.

"Or maybe being called for supper," adds Lizzie.

"Maybe he's dreaming about running away from a bath!" Chip laughs. We'd spent the entire day chasing Dip, trying to get him into the bathtub. For such a slow dog, he sure can move fast at bath time! But we finally caught him. He was hiding in the bathroom!

"I don't know," I say, "this is Dip, after all. Maybe he's just sleeping."

What is that slimy trail of stuff that snails and slugs leave behind them?

Kelly Daniel, 10
Gray, Georgia

Snails and slugs are both *gastropods*, which means



belly-footed. They move along on a strong muscle called a foot. The foot moves like a wave from the back to the front, pushing the snail forward. The front part

of the foot oozes a slippery slime that makes a path for the snail to slide on.

Land snails usually live in damp places. When snails move, they constantly lose water. When it gets too dry for them outside, they go into their shells, make a "door" out of slime and wait there for wetter weather.

Why is there a little whirlpool over the drain when you drain the bathtub?

Adam DeSa, 10
Saskatoon, Saskatchewan

Every time I wash my face in the sink, I watch the drain. I'm conducting my own experiments about the *Coriolis effect* (or force). The Coriolis causes the circular movement of high and low pressure fronts in the weather. It's responsible for hurricanes and tornadoes. And it's the same force that causes water to swirl down the drain.

Which hemisphere are these in?

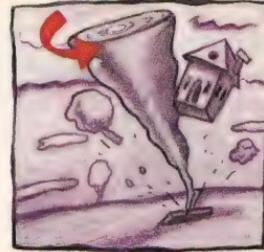
The Coriolis effect makes water and air swirl one way above the equator and the other below...



in your bathtub...



in a whirlpool...



and even in a tornado.

The Coriolis force is caused by the earth's rotation. That rotation influences any moving object, causing it to turn toward the right in the Northern Hemisphere, and toward the left in the Southern Hemisphere.

So how does that affect your drain? Well, water in tubs above the equator should swirl down the drain clockwise. The water in tubs below the equator should swirl counterclockwise. Glub, glub....

into the bloodstream, and your skin turns greenish-yellow. That means you're starting to heal. When that's finally done, you can't even tell where the bruise was.

Blubb reaches over and tickles the bottoms of Dip's paws. Dip starts to run in the air, waking himself up. We think this is pretty funny, but Dip is *not* amused.

Till next time, *play hard and think deep.*

What causes a bruise?

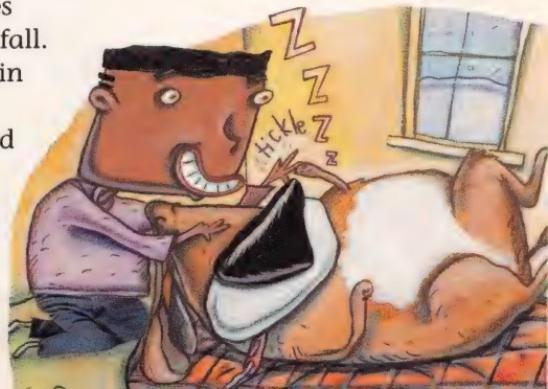
Amy Lester, 10

Savannah, Georgia

Ouch! It seems like I get bruised whenever I try something new on my skateboard. Usually, bruises are caused by a sharp blow or fall. The first thing you notice is pain and swelling. Then, because blood seeps from the hurt blood vessels into your flesh, your skin gets black and blue. Yech!

After a while, the blood begins breaking down and slowly being absorbed back

YOU CAN WRITE TO: Joe Rocket,
Master of All Knowledge
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-9060

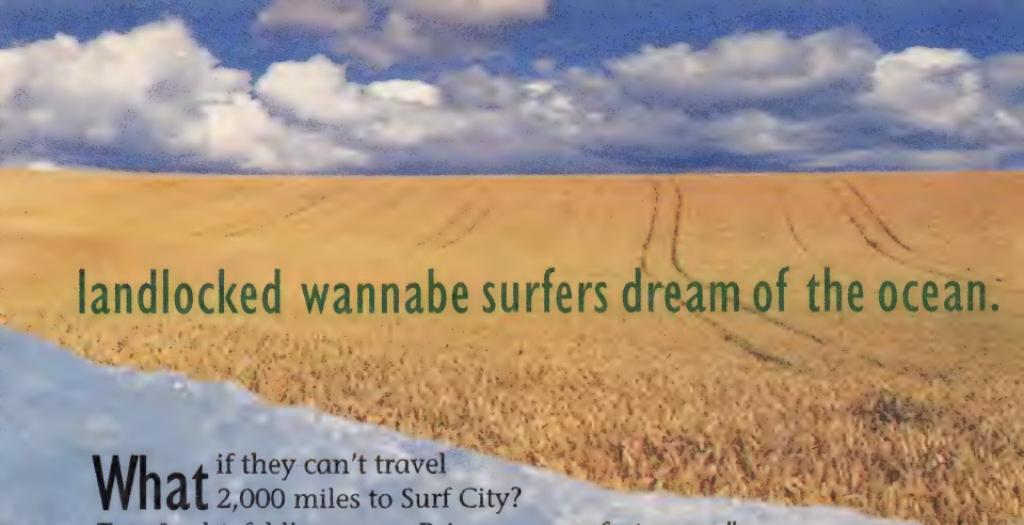


Surfin' USA

Throughout the middle of America,



Real Dude, Unreal Wave: 1992 World Surfing Champ Kelly Slater is "locked in" at the Schlitterbahn water park in Texas.



landlocked wannabe surfers dream of the ocean.

What if they can't travel 2,000 miles to Surf City?

Tom Lochtefeld's answer: Bring the surf to the surfers! So the inventor-surfer made monster waves in a Texas water park.

Real waves begin far out at sea when wind whips over the ocean's surface and sets the water in motion. Just below the surface, water churns in huge vertical circles—like turning wheels—that get smaller the deeper they go. On the surface, the waves look like "swells" that move toward shore in long lines.

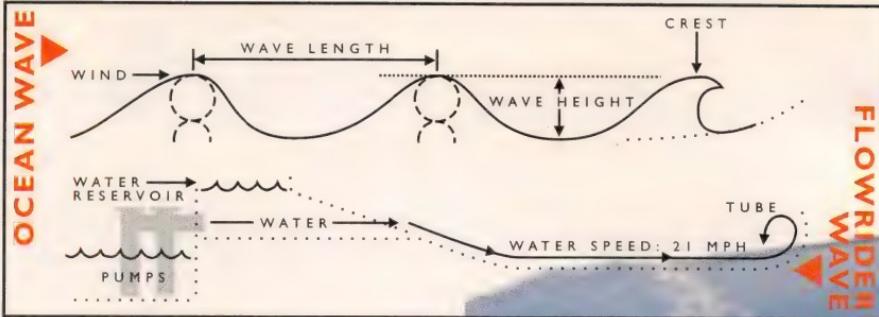
As they approach shore, where the ocean floor starts to slope upward, the swells get slower, steeper and closer together. And when the circles of water below hit bottom near the shoreline, the waves crest, then break, forming the surf.

Lochtefeld's problem was how to make his wave big and powerful enough to support a surfer standing on a board. "Like most surfers, I dreamed of the

perfect wave," says Lochtefeld. "And the waves made in most water parks aren't strong enough to surf. So I did some homework and realized that only a few inches of water support the surfer. That's what got me started creating the FlowRider."

Instead of trying to imitate ocean waves, Lochtefeld concentrated on the small section of breaking wave that surfers actually ride. First, he cut the deepest part of the wave down to size, leaving only the shoulder and the curling part called the "tube." Then he "shaved" the top layer of water off the wave just like the peel off an apple.

At last, after three years of designing and testing wave-making machines with a team of crack marine engineers and surfers, Lochtefeld created the perfect wave. The first FlowRider in America was built at the



Schlitterbahn water park
in New Braunfels, Texas.

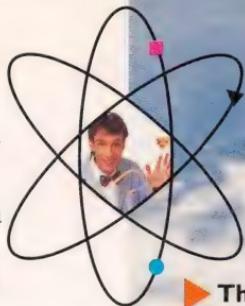
How does it work?

A 40-foot sheet of water three inches thick spews out at fire-hose speed from four metal gates. With the force of about 100,000 gallons a minute, the stream shoots down the spillway, then hits a curved, eight-foot-high, padded concrete wall and vaults over in a huge arc.

Riding a special foam surfboard, an expert surfer or body boarder can throw turns, do cutbacks, catch air and even tuck in the tube, just like on an ocean wave. So far, some of the best in the world have test-piloted the wave and say it's as stokin' as a real ocean wave. Recently a Vista, California, water park, The Wave, added a Flowrider, and Lochtefeld plans more.

Now that surfin's come to inland Texas, it can't be long before billboards invite kids to "Surf Kansas!" Cowabunga, dude!

—Steve Barilotti



Wave Wonders

By Bill Nye the Science Guy

► Though it looks like it's moving toward shore, ocean water just moves up and down. Waves pass through the water.

► A tsunami, or tidal wave, is caused by an underwater explosion or seaquake and can't be seen—until it reaches land!

► Some tsunamis travel more than 600 m.p.h., reach heights of over 50 feet at the shoreline and can destroy entire towns!

► Waves pounding against the shoreline grind away rock and move sand. One lighthouse has been moved three times, because each year waves wear away five-and-a-half feet of cliff.

To get Bill Nye's Amazing Box O' Science free (to the first 2,000 kids), write to:

AMAZING BOX O' SCIENCE

P.O. Box 3626-B

Seattle, Washington 98124-3626

(Adult supervision required.)

Funding for the Amazing Box O' Science by the National Science Foundation.



What's the best part of
Peanut Butter Crunch's taste?





Recycling
one
glass
jar
saves
enough
energy
to run
your
TV
for
three
hours.

There Was An Old Man Who Lived In a Shoe

house that resembled an old shoe. He did—and now you can visit the shoe-shaped house in Hellam, Pennsylvania.

In 1947, Colonel Haines, the "Shoe Wizard," asked an architect to build him a



Thanks a lot, Mom!

Many countries have no restrictions on what parents can name their newborns. Here are real names of some English kids destined for distress:



Mineral Water River Jordan Windsor Castle Stone Wall

Finish Your Plate!

Researchers are working on food wrappers that aren't just earth-friendly—they're downright tasty! Edible wrappers have been made from soybeans, flour, corn, plant fiber and even crab shells. So one day your parents may tell you to finish your plate, not just what's on it!



More Than a Flash



Close to 2,000 thunderstorms are going on around the world at this very moment. Lightning generated by those storms will strike 6,000 different spots on earth in the next minute.

Slugs have four noses.

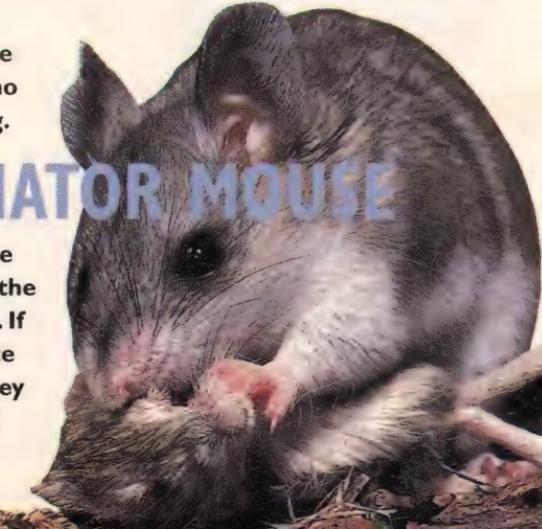


The grasshopper mouse is the only North American rodent who eats a meal that's still squirming.

To keep beetles and scorpions

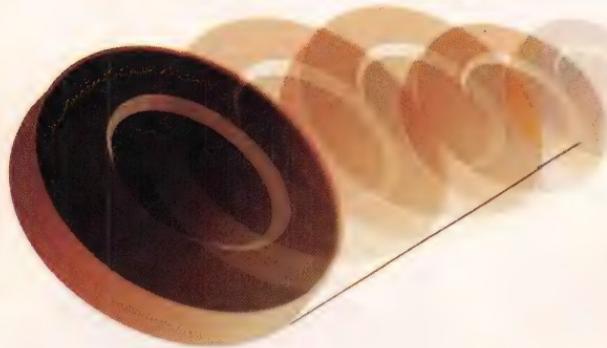
from squirting poison, the mouse jams the insects' rear ends into the ground and bites off their heads. If there's a dispute among the mice over which one gets the food, they wrestle for it. Look out, Arnold!

TERMINATOR MOUSE



These sure-shooters fire pucks like bullets and make goalies tremble in their skate boots. Hockey's hottest young stars are challenging Gretzky, Lemieux and the other big shots for the ice hockey throne.

Hockey's Young Guns



Jaromir Jagr, Pittsburgh Penguins

Secret Weapon: Strength



As a kid, Jaromir practiced with three teams and played street hockey after school. His dad even made him barbells out of an old tractor

axle so he could lift weights. When "Super Mario" Lemieux was sidelined with injuries, Jagr led the Penguins in scoring and shots on goal last season. (Mix up the letters in Jaromir and what do you get? Mario Jr.! Coincidence? We think not.)



From left to right:
Sergei Fedorov, Eric
Lindros, Pavel Bure,
and Jaromir Jagr.



**Sergei Fedorov,
Detroit Red Wings**

Secret Weapon: Defensive Play

 He can stop on a dime and do a 360 spin without losing the puck. He leads his team in points, goals, assists, shots, short-

handed goals and game-winners. But Sergei Fedorov's most important skill is taking advantage of his opponent's mistakes. Just let him near the puck, and he'll grab it and take off down the ice. That's how Fedorov became 1994's Most Valuable Player!

Eric Lindros, Philadelphia Flyers

Secret Weapon: Size



He's the Shaquille O'Neal of hockey, towering over players at 6 feet 5 inches (minus the skates) and 230 pounds. In fact, Eric Lindros is one of the biggest things to happen to hockey. He dominates games by plowing over players to get the puck, and he's rattled the glass in almost every NHL arena with his thunderous body checks. At age 21, he's already being compared to Lemieux, Gretzky and Hall-of-Famer Gordie Howe!

Pavel Bure, Vancouver Canucks

Secret Weapon: Speed



Soviet-born Bure isn't called "The Russian Rocket" for nothing. The speedster has scored more goals in the past two seasons than any other NHL player. Bure, the 1991 Rookie of the Year, made many of his goals on spectacular breakaways, so he's a regular on highlight reels. He's only 5 feet 10 and 187 pounds, but Bure isn't afraid to stand up to bigger players—just ask anyone who got in his way during last year's Stanley Cup Finals.

—Kim Lockhart

Superstitions On Ice

Some people think breaking a mirror or walking under a ladder brings bad luck. But hockey players have their own superstitions, like lucky smelly shirts or the way they lace up their skates. Most players claim their weird habits are just a routine, but D.A. knows better.

One of the most common good-luck routines is tapping the goaltender. Before each game, all players tap their goalie's pads with their sticks—no big deal *except* to the players who think they have to tap last for good luck. Some of these guys skate in circles or stand by the net waiting while their other teammates tap. They even get into arguments over who gets to go last.

Goalies are a pretty superstitious bunch, too. Pittsburgh Penguin Goaltender Tom Barrasso takes a shower during first and second intermissions. Ron Hextall of the New York Islanders taps the goal posts like a drummer before each period. Others have to put their equipment on in the exact same order before every game to play well, or so they say.

Hockey players also have worn the same T-shirts under their jerseys for weeks—without washing them—during winning streaks.

We'd rather take our chances with a broken mirror. —K.L.

You Think He's Valuable Now?



Wait 20 Years.

True hockey fans know that nothing stands the test of time like greatness—in the players they worship, or in the cards they collect. And since our spokesman, Mario Lemieux, first helped us introduce Leaf Set hockey cards, that greatness has made Leaf Set the collector's collection. From our intense action shots to our Leaf Limited, Fire on Ice, Gold Leaf Stars and Gold Leaf Rookie inserts, Mario and the Leaf Set stars will never go unappreciated. Never.

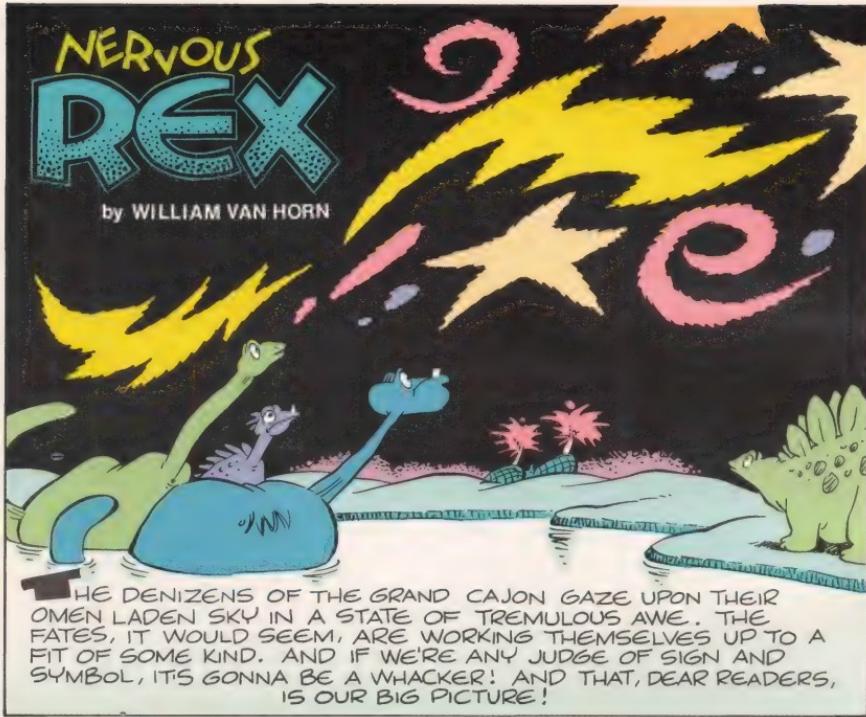


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NERVOUS REX

by WILLIAM VAN HORN



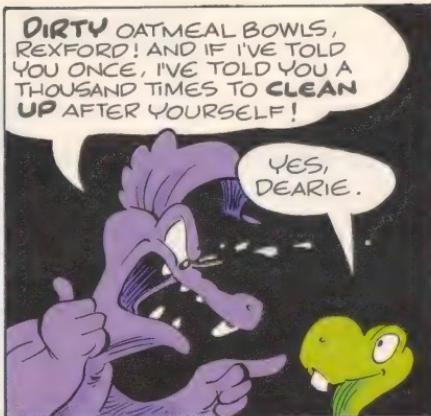
THE DENIZENS OF THE GRAND CAJON GAZE UPON THEIR OMEN LADEN SKY IN A STATE OF TREMULOUS AWE. THE FATES, IT WOULD SEEM, ARE WORKING THEMSELVES UP TO A FIT OF SOME KIND. AND IF WE'RE ANY JUDGE OF SIGN AND SYMBOL, IT'S GONNA BE A WHACKER! AND THAT, DEAR READERS, IS OUR BIG PICTURE!

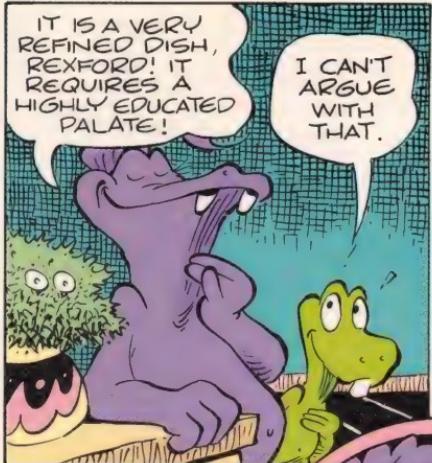
HOWEVER, LIKE ANY BIG PICTURE, THIS ONE IS COMPOSED OF MANY SMALLER PARTS, ONE OF WHICH HAS REQUESTED THAT WE HONOR IT WITH OUR UNDIVIDED ATTENTION ...

IT'S A DISGRACE,
REXFORD! AN EYESORE!
A SYMBOL OF THE
DEGENERATE SELF-
INDULGENCE TO WHICH
YOU'VE ALLOWED
YOURSELF TO
SUCCUMB!



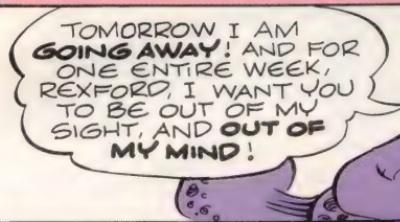
• KISMET •







IT IS WITH THAT IN MIND THAT I HAVE DECIDED TO SPARE MYSELF THE POSSIBILITY OF SO UNSEEMLY A FATE!



TOMORROW I AM GOING AWAY! AND FOR ONE ENTIRE WEEK, REXFORD, I WANT YOU TO BE OUT OF MY SIGHT, AND OUT OF MY MIND!



THAT LAST PART HAS A KIND OF RING TO IT.



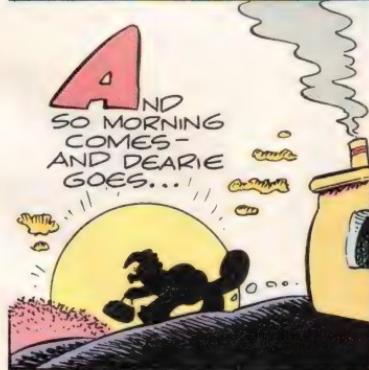
WHAT?



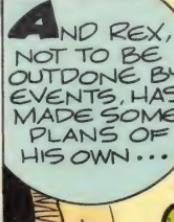
NOTHING, MY DEAR. WHERE ARE YOU GOING TO GO?



AH HA! THAT, REXFORD, IS TO BE MY SECRET, AND MINE ALONE!



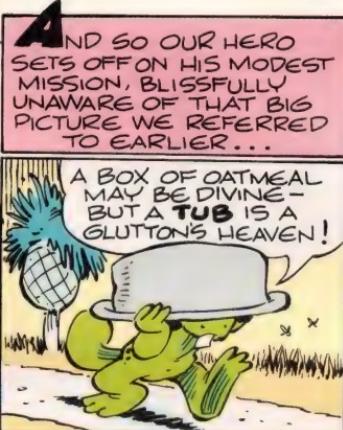
A
ND MORNING COMES—
AND DEARIE GOES...

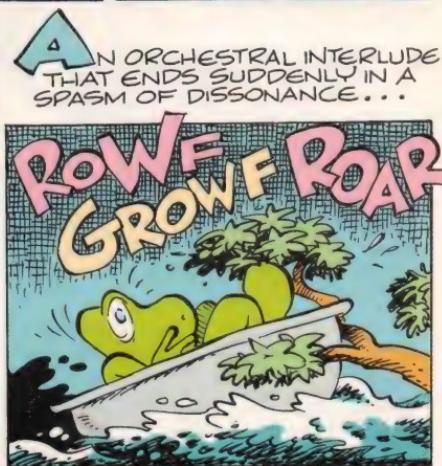


AND REX, NOT TO BE OUTFUNDED BY EVENTS, HAS MADE SOME PLANS OF HIS OWN...



FOR A WHOLE WEEK I'M GOING TO DO NOTHING BUT LAY IN YONDER HAMMOCK AND GORGE MYSELF ON OATMEAL!





AND OUR HERO COMES TO, WONDERING WHAT IT'S ALL ABOUT-



IT'S JUST A SPASM OF ATAVISM! IT SURFACES EVERY NOW AND THEN!

YOU MEAN THE FORMER LIFE BIT?

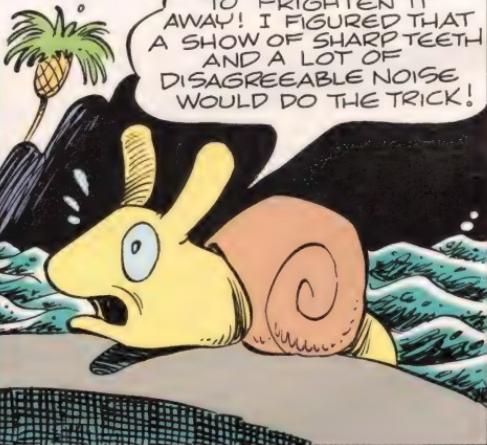
YEAH. BACK WHEN I WAS A TURBULENT TYRANNOSAUR, I USED TO ROAR AT HIGH WATER!



WHAT FOR?



TO FRIGHTEN IT AWAY! I FIGURED THAT A SHOW OF SHARP TEETH AND A LOT OF DISAGREEABLE NOISE WOULD DO THE TRICK!





THE TIN TUB AND ITS RELUCTANT PASSENGERS CONTINUE ALONG AT THE WHIM OF WIND AND WATER...

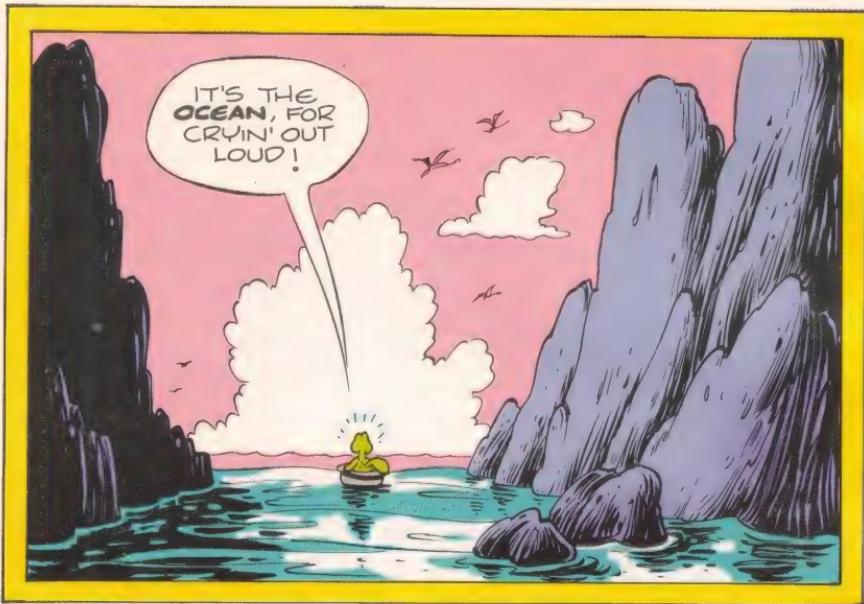


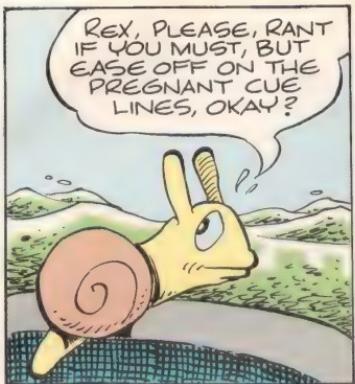
... AND IT ISN'T LONG BEFORE THEY ARE SWEEPED INTO MORE AMBITIOUS CHANNELS...



... SKIP...





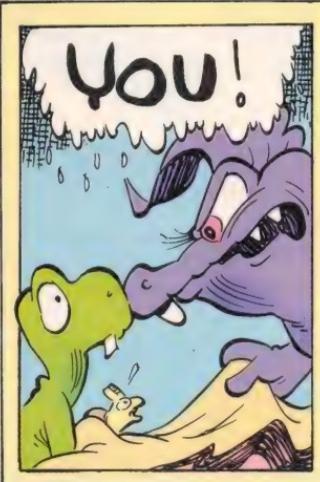


AND THAT, AS IT CAME TO PASS, WAS THE VERY CUE LINE THAT THE FRISKY FATES WERE HOPING TO HEAR...





WHAT IN THE
NAME OF SIXTY
THREE SENILE
SALAMANDERS
IS GOING ON?



SLAM RANT OUCH
ON BAM CRASH

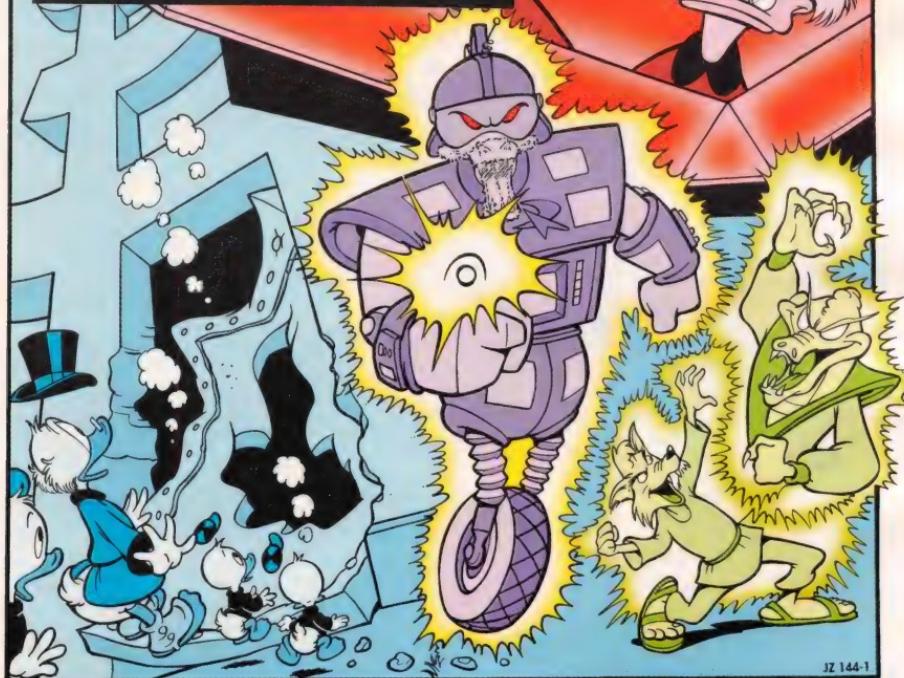


ES, THE DENIZENS OF THE GRAND CAJON
CONTINUE TO MARVEL AT THE TURBULENT SIGNS THAT
UNDULATE ACROSS THE NOCTURNAL SKIES, AND THEY
WONDER WHAT IT ALL SIGNIFIES...

VAN HORN

"THE LEGEND OF THE CHAOS GOD"

PART 4: "TOW FOR BROKE"



JZ 144-1

SOLEGO, THE EVIL, IMMORTAL CHAOS GOD, HAS STRUGGLED LONG AND TRAVELED FAR IN SEARCH OF A CERTAIN GOLDEN MEDALLION--A MEDALLION THAT CAN SET HIM FREE!

FOR SOLEGO IS TRAPPED WITHIN A GREAT CRYSTAL, AND ONLY WHEN THE CRYSTAL IS JOINED WITH THE MEDALLION WILL SOLEGO'S MAGIC POWERS RETURN TO HIM!

ONLY THEN WILL HE BE FREE TO PURSUE HIS GOAL...

...HIS GOAL TO CONQUER THE WORLD.

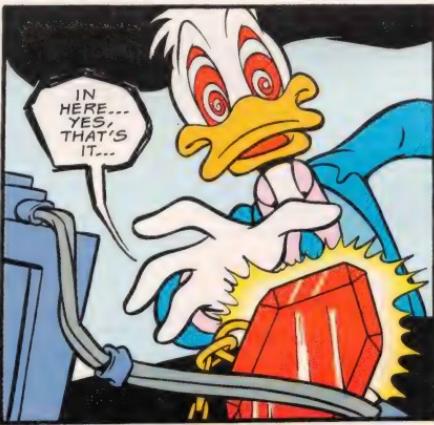
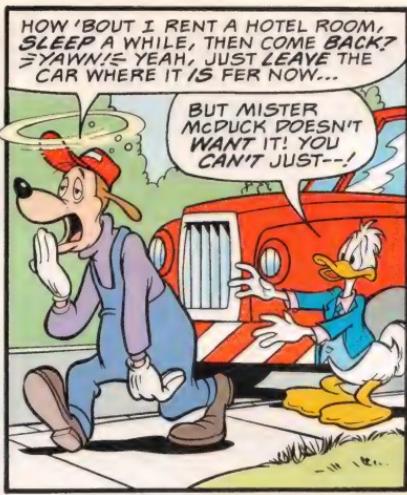
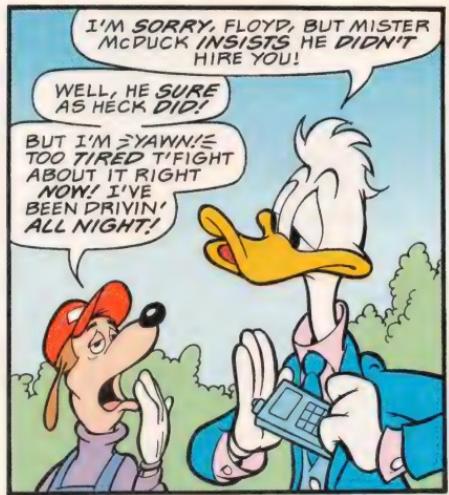
TOWED FROM WHERE? FOR HOW MUCH?!

FENTON CRACKSHELL, HOW MANY TIMES DO I HAVE TO TELL YOU--

--I DID NOT HIRE ANYBODY TO TOW A CRASHED CAR HERE ALL THE WAY FROM SPOONERVILLE!

BUT, SIR, THIS GUY WAS HIRED BY SOMEBODY WHO USED YOUR NAME! WHAT SHOULD I DO?

GICK!
I DON'T CARE WHAT YOU DO, BUT DON'T GIVE HIM ANY OF MY MONEY!!





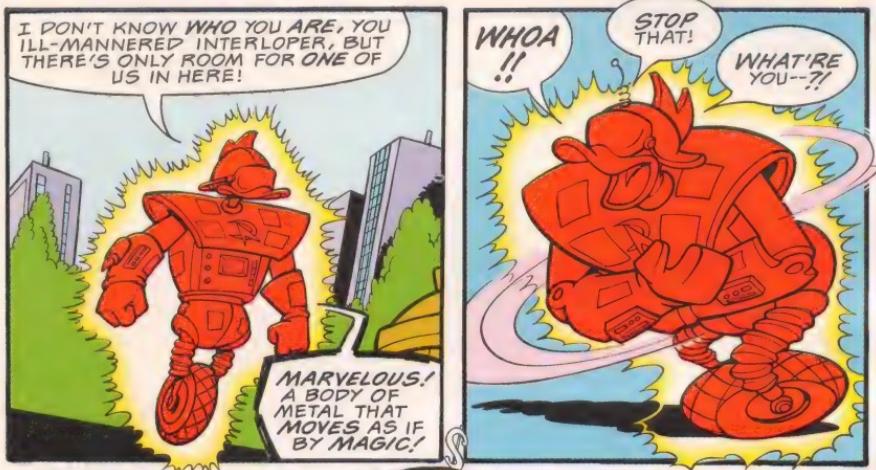
Are you *brave* enough to fight dragons?

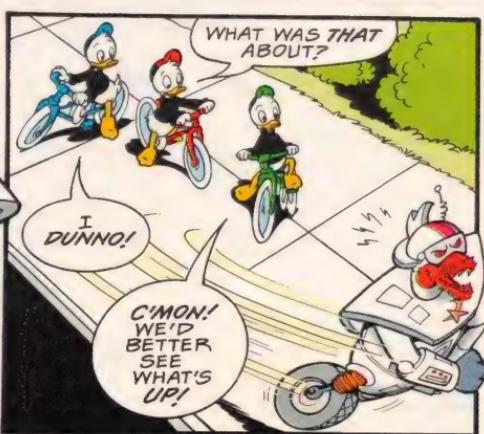
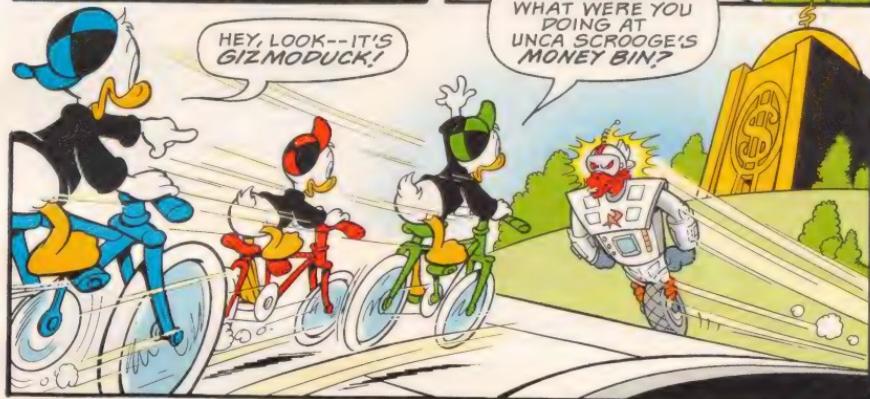
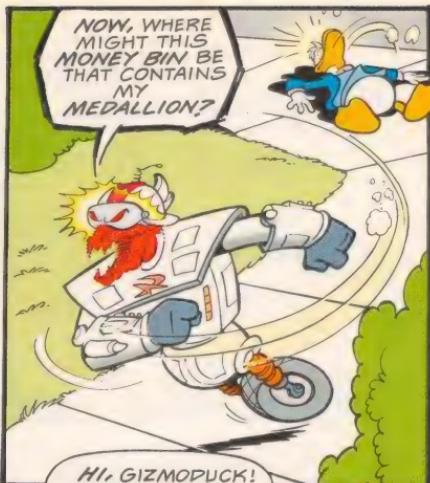
Turn up your audio CD player, grab some friends and play the first **interactive** audio CD adventure game ever! **FIRST QUEST™** – the introduction to role-playing games is complete with audio CD, miniatures, dice, maps, and more! You'll never be bored again!

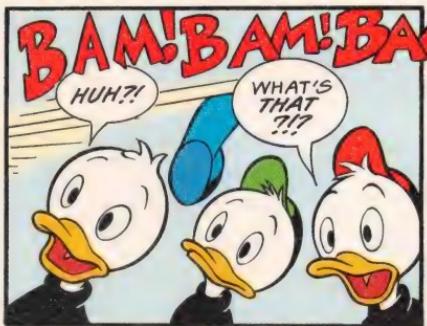
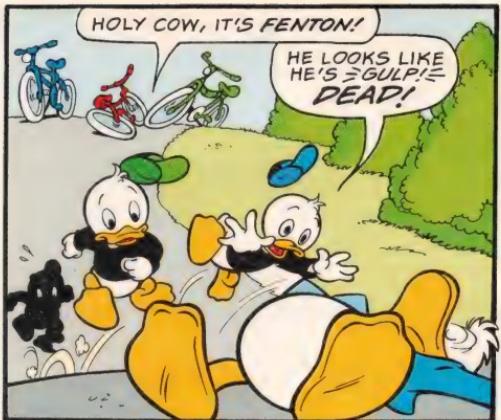
Available at game, hobby and book stores everywhere.



AUDIO CD GAME







"Baad Ol'
Putty Tat!"



Sylvester's up to his old tricks again ... but Spike might not be such a bonehead after all.



The little bird got into the Hyde Potion ... now look out for the Tweety Monster!

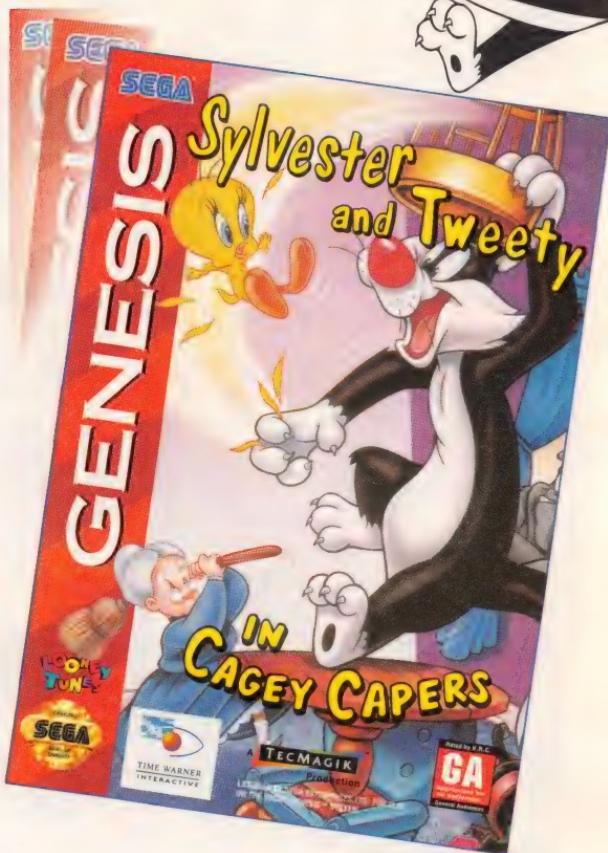


"Put up yer dukes, buster, or I'll sock ya one with my Acme boxing gloves!"



He'll steal a chair to build a stack to catch a snack ... Go ahead, Granny, give him a whack!

"Hello, Breakfast!"



That baad ol' putty tat thinks it's mealtime. But his fine-feathered nemesis has other ideas ... And the chase is on!

The Looney Tunes classic comes to life in *Sylvester and Tweety in Cagey Capers*. Seven colorful scenes, all chock-full of uproarious mayhem and merry mishaps... Authentic voices and animated antics ... And adjustable skill levels, so it's playable — and packed with laughs — for all ages and abilities.

Sufferin' Succotash! What a purr-fect plot for a video game!



Time Warner Interactive,
675 Sycamore Drive
Milpitas, California 95035-0782

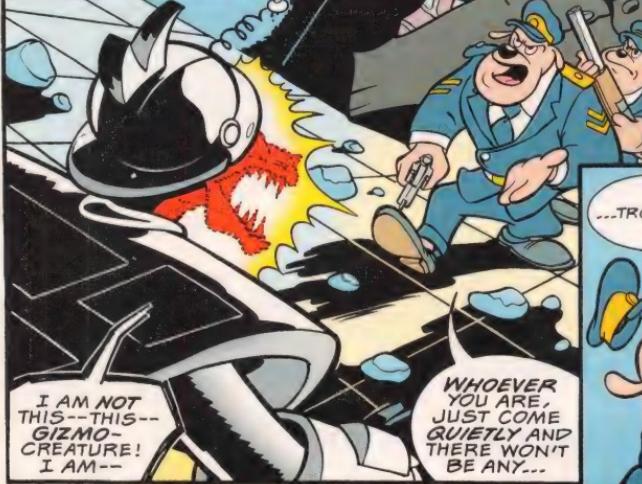
A **TECMAGIK**
Production

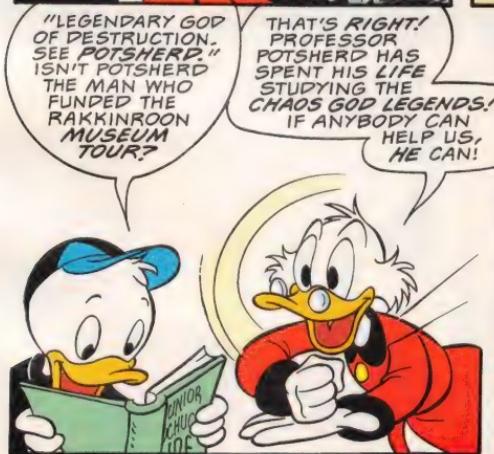
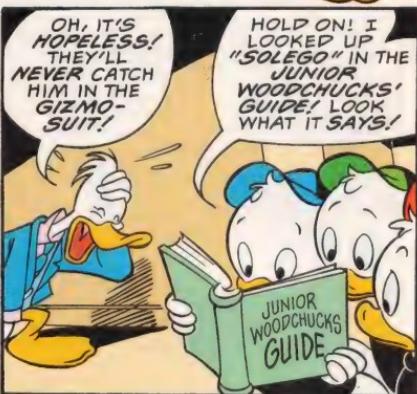
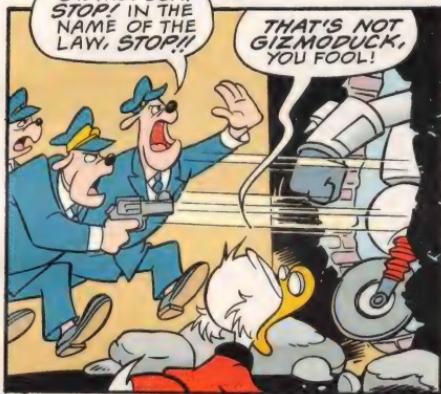
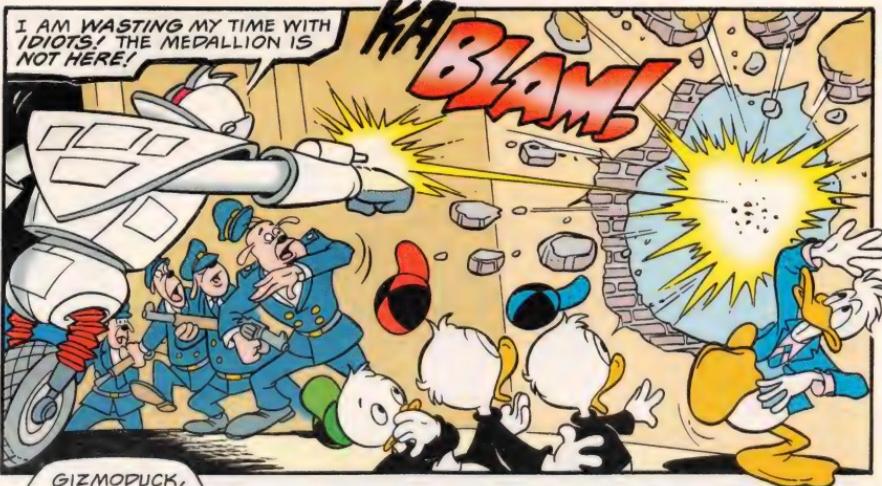
**LOONEY
TUNES**



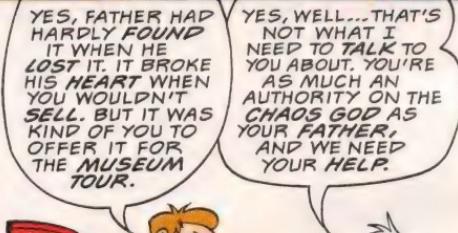
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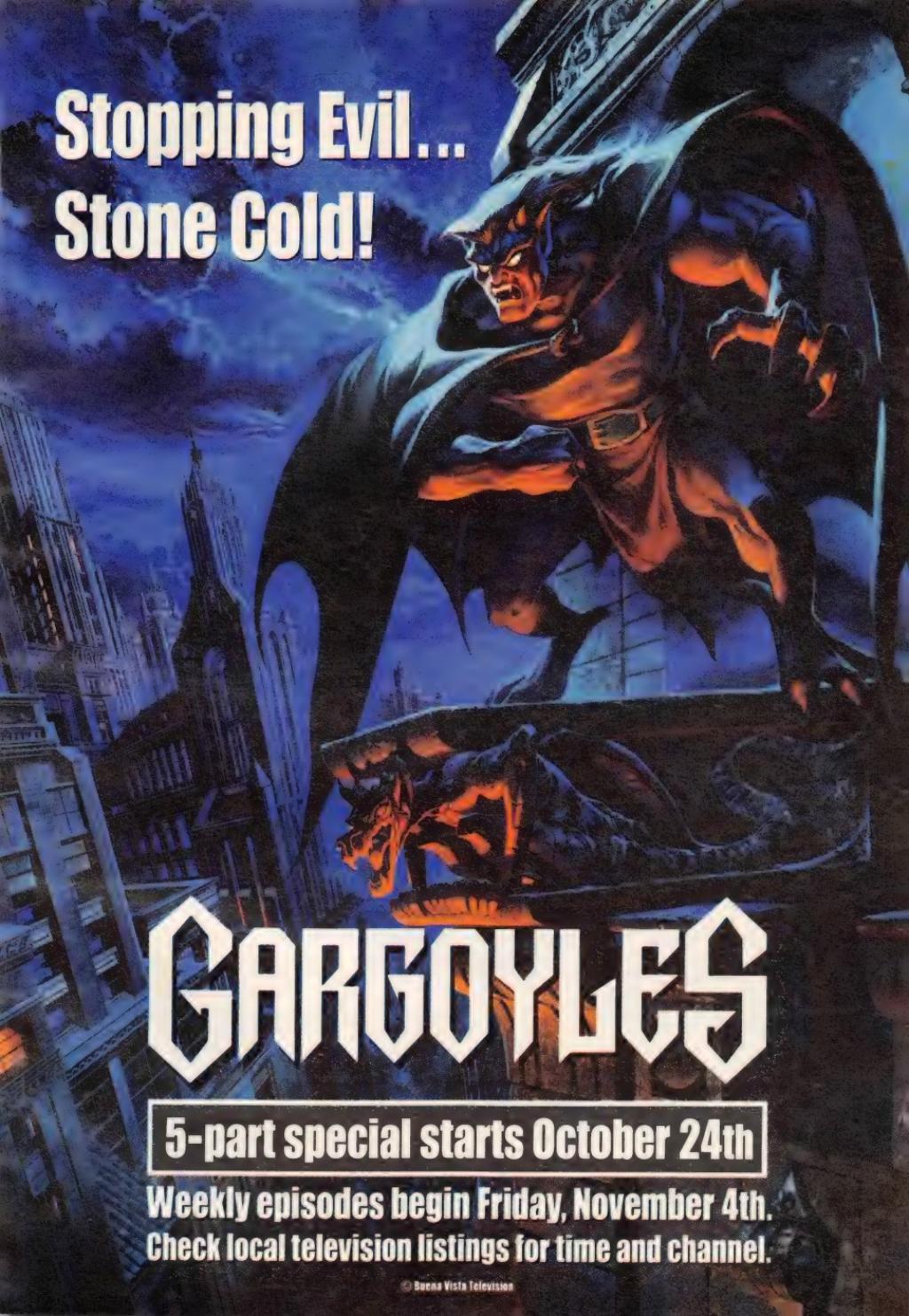
AND SO, LATE THAT NIGHT AND ONE HARRIED TRANS-CONTINENTAL JET FLIGHT LATER, AN ODD MAN ENTERS SCROOGE'S OFFICE...



SCROOGE AND FENTON TELL THEIR STORY, AND WHEN THEY ARE FINISHED, PROFESSOR POTSHERD STARES AT THEM WITH HAUNTED EYES.



**Stopping Evil...
Stone Cold!**



GARGOYLES

5-part special starts October 24th

**Weekly episodes begin Friday, November 4th.
Check local television listings for time and channel.**

"MY FATHER HAD BEEN SEARCHING FOR THE LOST CITY OF RAKKINROON FOR YEARS! HE FINALLY FOUND ITS RUINS ON A REMOTE ISLAND!"

"I WAS WITH HIM IN THE TEMPLE OF DUUMINGLUUM WHEN HE FOUND THE MEDALLION--"

--ENCASED IN AN ORNATE BLOCK OF PURE JADE!"

"I REMEMBER HOW THE CRYSTAL GLOWED BLOOD RED. IT SCARED US HALF TO DEATH!"

"THAT GLOW WAS THE ESSENCE OF SOLEGO, THE MOST POWERFUL SORCERER OF THE ANCIENT WORLD!"

"LEGENDS SAY HE DISCOVERED THE SECRET OF IMMORTALITY! NO ONE COULD STOP HIM, AND HE BECAME A WILD DEMON WHO DESTROYED ALL THOSE WHO OPPOSED HIS RULE!"

"HE CAME TO BE CALLED THE CHAOS GOD, FOR IT WAS BAD LUCK TO SAY HIS NAME ALOUD!"

"HE CONQUERED CITY AFTER CITY, BUT AS HIS POWER GREW, HIS GREED CORRUPTED HIM!"

"THEN A YOUNG WIZARD OF RAKKINROON NAMED PISHANE CREATED A MAGICAL CRYSTAL CAGE IN HOPES THAT IT WOULD IMPRISON SOLEGO'S EVIL SPIRIT!"

"D'SHANE BRAVELY CONFRONTED SOLEGO! HOW HE OVERPOWERED SUCH AN EVIL SORCERER NOBODY KNOWS, BUT HE SOMEHOW SPLIT SOLEGO IN TWO!"



"HE IMPRISONED SOLEGO'S IMMORTAL MIND IN THE CRYSTAL CAGE AND TRAPPED HIS POWERS IN THE CRYSTAL'S GOLD SETTING!"



"IF THE HALVES WERE KEPT SEPARATED, THE CHAOS GOD WOULD BE POWERLESS TO ESCAPE!"



"...UNTIL MY FATHER FOUND THE TEMPLE OF DUUMINGLUUM."

"FATHER TOOK THE HALVES OUT OF THE JADE BLOCK FOR STUDY. HE KNEW FROM LEGENDS NEVER TO LET THEM TOUCH."



"HE ALSO KNEW NEVER TO TOUCH THE CRYSTAL, SO HE FIXED A CHAIN TO IT FOR HANDLING! THEN HE PACKED BOTH PIECES UP FOR TRANSPORT BACK TO CAPE SUZETTE!"

"THAT VERY DAY WE WERE ATTACKED BY AIR PIRATES!"

"IF IT WEREN'T FOR A CRAZY CARGO PILOT WHO FLEW A PLANE BETTER THAN MOST BIRDS FLY WITH WINGS, WE WOULD HAVE LOST EVERYTHING!"



"AS IT TURNED OUT, THE EXPEDITION WAS SAVED! OF ALL THE ARTIFACTS MY FATHER UNEARTHED, THE ONLY ONES LOST WERE--"

--BOTH HALVES OF THE MEDALLION!"

AND NOW SOLEGO IS BACK. IF HE LEARNS THAT YOU HAVE THE GOLD SETTING, REST ASSURED HE'LL FIND A WAY TO REUNITE HIS CRYSTAL WITH IT!

THEN HOW CAN WE STOP HIM?

KNOW ANY ALL-POWERFUL WIZARDS? ONLY MAGIC CAN STOP THE CHAOS GOD, A KIND OF MAGIC THAT HASN'T EXISTED IN THE WORLD FOR AGES!

NO, THE BEST THING TO DO IS KEEP THE GOLD SETTING IN YOUR MONEY BIN!

HOPEFULLY EVEN SOLEGO WILL HAVE A TOUGH TIME GETTING IT OUT OF THERE!

MONEY BIN...?? IT'S NOT IN MY MONEY BIN! I SENT IT TO MY JEWELER'S SHOP IN ST. CANARD TO BE CLEANED!

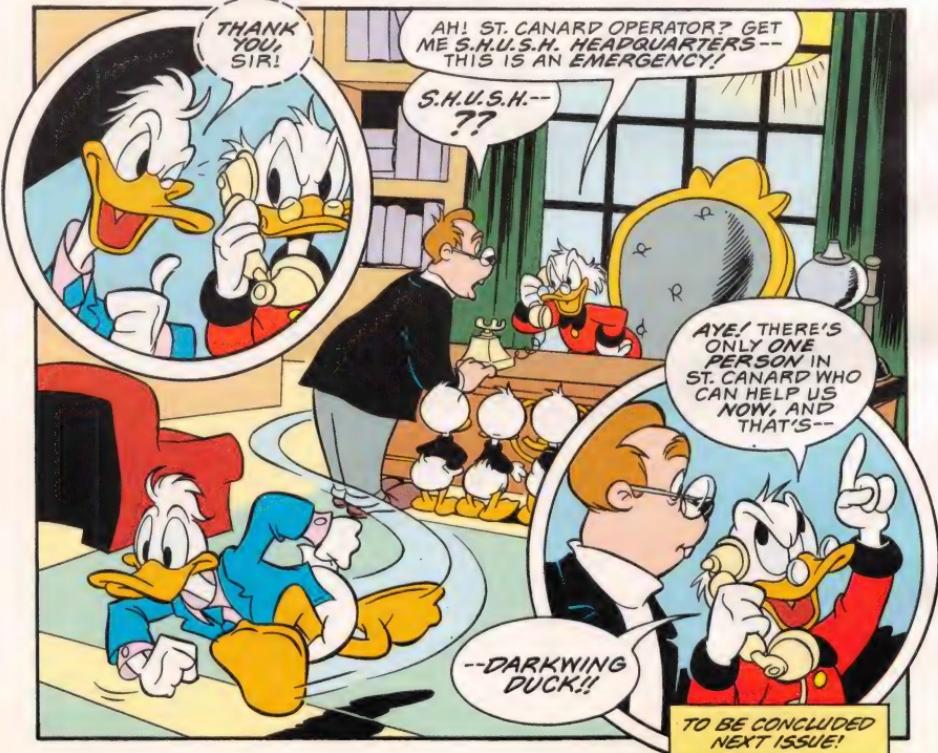
MEANWHILE AND ELSEWHERE IN DUCKBURG, AS THE SUN OF A NEW DAY BEGINS TO RISE...

THIS MAGIC CALLED TECHNOLOGY NEVER CEASES TO AMAZE ME! WEAPONRY, TOOLS, ARMOR-- ALL HERE IN ONE BODY!

ONCE I REGAIN MY FULL POWERS, I SHALL COMBINE THEM WITH TECHNOLOGY AND BE MORE POWERFUL THAN EVER!



A collage of various Looney Tunes and Animaniacs promotional materials, including posters, trading cards, and magazine spreads. The collage features several large posters for "Hollywood Star" and "Acme Animation Factory". It also includes numerous trading cards from the "Looney Tunes & Animaniacs Trading Card Set", which feature various characters like Bugs Bunny, Daffy Duck, and the Animaniacs. There are also smaller images of magazine spreads, including one for "CLASSIFIED" ads and another for "TICKETS FOR SALE". The overall theme is a mix of classic and modern Looney Tunes branding.



Disney's TALESPIN

"TRUE BALOO"

THE ISLAND OF
WANNANONOW, HOME
OF THE ANCIENT
CEEITALL TRIBE...

MAN OH MAN,
I NEVER
THOUGHT I'D SEE
THE DAY I'D BE
WORKIN'
FOR SHERE
KHAN!

HAS LEARNED WHERE
THIS LEGENDARY MIRROR OF
TRUTH IS, WHY DOESN'T
HE JUST PICK IT UP HIMSELF?

I STILL
DON'T
GET WHY
HE HIRED US!/
IF HE REALLY

I DUNNO,
LI'L BRITCHES!
MAYBE THE
CEEITALL
TEMPLE IS
DANGEROUS!

JZ 108-1

THANKS,
BALOO.
THAT
MAKES ME
FEEL SO
MUCH
BETTER
ABOUT
COMING
ALONG.

HEY, DOES THIS MIRROR
GIVE YOU ALL THE
ANSWERS TO, LIKE,
ALL THE QUESTIONS
YOU EVER HAD IN YOUR

I DUNNO
THAT E'ITHER,
WILDCAT! I DON'T
EVEN KNOW WHAT
IT LOOKS LIKE!

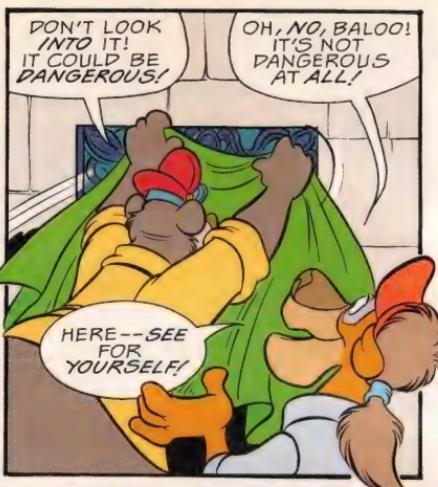
I KNOW KHAN'LL PAY US
THREE THOUSAND
SMACKERS TO
FIND IT!

WHAT
DO YOU
KNOW,
BALOO?

OH.

HUH?!

Writers: Bobbi JG Weiss & David Cody Weiss Pencils: J. Sanchez Inks: R. Bat & R. Torreiro Lettering: Bill Spicer Coloring: Valerie Dal Chele



AS USUAL, BALOO, YOU ARE WRONG! I LOVE THE TRUTH AND I LOVE MIRRORS. THE TRUTH BEING THAT I LOOK SO HANDSOME IN A MIRROR!

YOU SEE? SIMPLE!

YA STUPID PIRATE, THIS ISN'T ANY OLD MIRROR!

OF COURSE NOT! IT IS ANY OLD MIRROR THAT SHERE KHAN WILL BE HAPPY TO PAY AN ENORMOUS RANSOM FOR, HEE-HEE!

NOW COME COME, AFTER ME, THIS WAY!



CHAK!

AH, SO NICE OF THIS OLD TEMPLE TO COME WITH ITS OWN TORTURE CHAMBER, EH? IT HAS BEEN OCCURRING TO MYSELF THAT THE ALLIGATORS MUST BE VERY HUNGRY!

RRRMMBLL!!

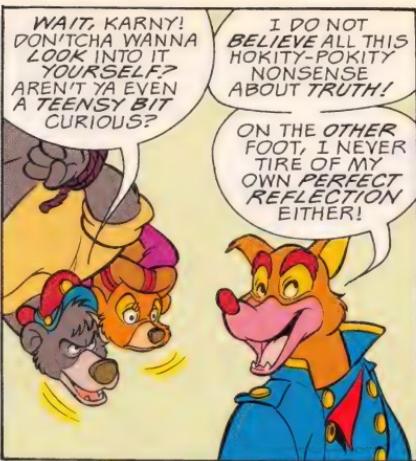
=GASPIE YOU WOULDN'T!

OF COURSE I WOULD!



SO SORRY I CANNOT STAY FOR DINNER, BUT I HAVE A MIRROR TO RANSOM!

BON APPETIT, BALOO!



POWER. JUSTICE.
DARKNESS. LIGHT.

Two halves of an ancient puzzle
are the only hope.

DOUBLE DRAGON

IMPERIAL ENTERTAINMENT & SCANBOX PRESENT SHAH PRODUCTION "DOUBLE DRAGON" ROBERT PATRICK

MARK DACASCOS SCOTT WOLF JULIA NICKSON AND ALYSSA MILANO MARK JELLYBEAN BENITEZ MUSIC BY JAY FERGUSON ASSOCIATE PRODUCER TOM KARNOWSKI
PRODUCTION DESIGNER MAYNE BERKE DIRECTOR OF PHOTOGRAPHY GARY B. KIBBE EXECUTIVE PRODUCERS SUNDIP R. SHAH AND ANDERS P. JENSEN WRITTEN BY MICHAEL DAVIS & PETER GOULD AND
CGRS PROD. CO. MARK BRAZILL PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HAMISHER & DON MURPHY
DIRECTED BY JAMES YUKICH VISUAL EFFECTS BY PACIFIC DATA IMAGES, INC. AND ILLUSION ARTS ©1994 UNIVERSAL CITY STUDIOS, INC.
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Coming Soon to a Theatre Near You



VIDEO

**Everything you
need to know about
games, accessories
and systems!
Plus: Secret
game tips!**

Great New Games

No matter which video game system you have, there are tons of totally cool games to entertain and challenge you. Here are D.A.'s picks for the holidays' most awesome video games.

Donkey Kong Country

PLAYERS: One

SYSTEM: Super NES

LEVELS: More than 60

MISSION: Help

Donkey Kong find his bananas, which the evil Kremlings have stolen.

DIFFICULTY: Brainer



Shark Attack! Help Kong swim for his life. The characters appear three-dimensional; they look so awesome, you'll swear you're playing a 64-bit game.



It's Jungle Kong. Find the barrels—Kong can lift them up, throw them, and stand on them.

Kong's on a runaway railroad car. Look for hidden rooms, secret passageways, vines and hanging ropes.

BLOWOUT!



Fast reflexes help your fighter win matches and earn extra points in the bonus rounds. The Super NES and Genesis versions offer five different game play modes.



Each of the 16 characters has special moves you must master. The key to victory: fast and powerful combo maneuvers.

Super Street Fighter II

PLAYERS: One or two

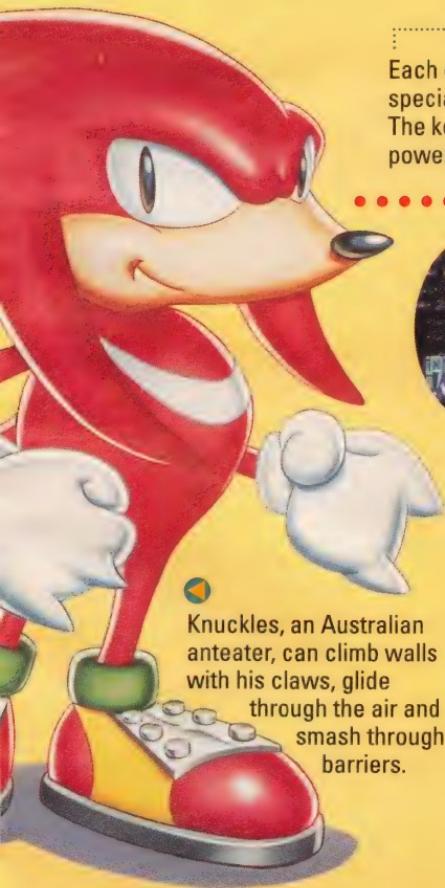
SYSTEM: Super NES/Genesis

WORLDS: 16

CHARACTERS: 16

MISSION: Choose your fighter, then travel the world competing in martial arts. You must win two out of three rounds in each match.

DIFFICULTY: Brainer



Knuckles, an Australian anteater, can climb walls with his claws, glide through the air and smash through barriers.



While this is a great stand-alone game, it's also "backward compatible" with Sonic 2 and 3. Control Knuckles as he explores zones in these other two adventures.



Dr. Robotnik waits at the end of each zone to try to pummel Sonic with one of his high-tech gizmos. Everyone knows Sonic is faster and smarter than the Doc, but Sonic still needs your help.

Sonic & Knuckles

PLAYERS: One or two

SYSTEM: Genesis

ZONES: 9 zones and 18 acts

MISSION: In this new adventure, Sonic and Knuckles must become allies, then work together to defeat Dr. Robotnik.

DIFFICULTY: Brainer

Uniracers

PLAYERS: One or two

SYSTEM: Super NES

STAGES: 60

MISSION: Beat the clock or your opponent as you race your unicycle on megalarge tracks.

DIFFICULTY: No
brainer



The tracks in this game make up the largest levels in any game—the biggest is 256 screens long by 256 screens wide. Each track contains obstacles like potholes, oil slicks, ice patches, and breakaway segments.



Choose a colorful unicycle, grab the controls and race. Each unicycle has a unique personality and can perform special tricks.

You can race against the clock or check out the split-screen action of the two-player mode.



The more spins, flips and stunts you perform while racing, the faster you'll travel. Don't be alarmed if you lose control; just keep moving as fast as possible toward the finish line.

Sonic the Hedgehog: Triple Trouble

PLAYERS: One

SYSTEM: Sega Game Gear

ZONES: 6 (plus 5 sub-zones)

MISSION: Sonic and his pal Tails face Dr. Robotnik again in this 4-meg adventure. Explore each zone, and find the Chaos Emeralds first.

DIFFICULTY: Brainer



Control either Sonic or Tails as you Jet Ski, snowboard, run, hop and spin your way through each zone. After outsmarting Knuckles, you must face—shudder!—the Doc.



Dr. Robotnik wants the emeralds to power his evil invention, the Atomizer. The Doc has also tricked Knuckles into helping him find the emeralds.

Do

you

have

what



it

takes

to

be

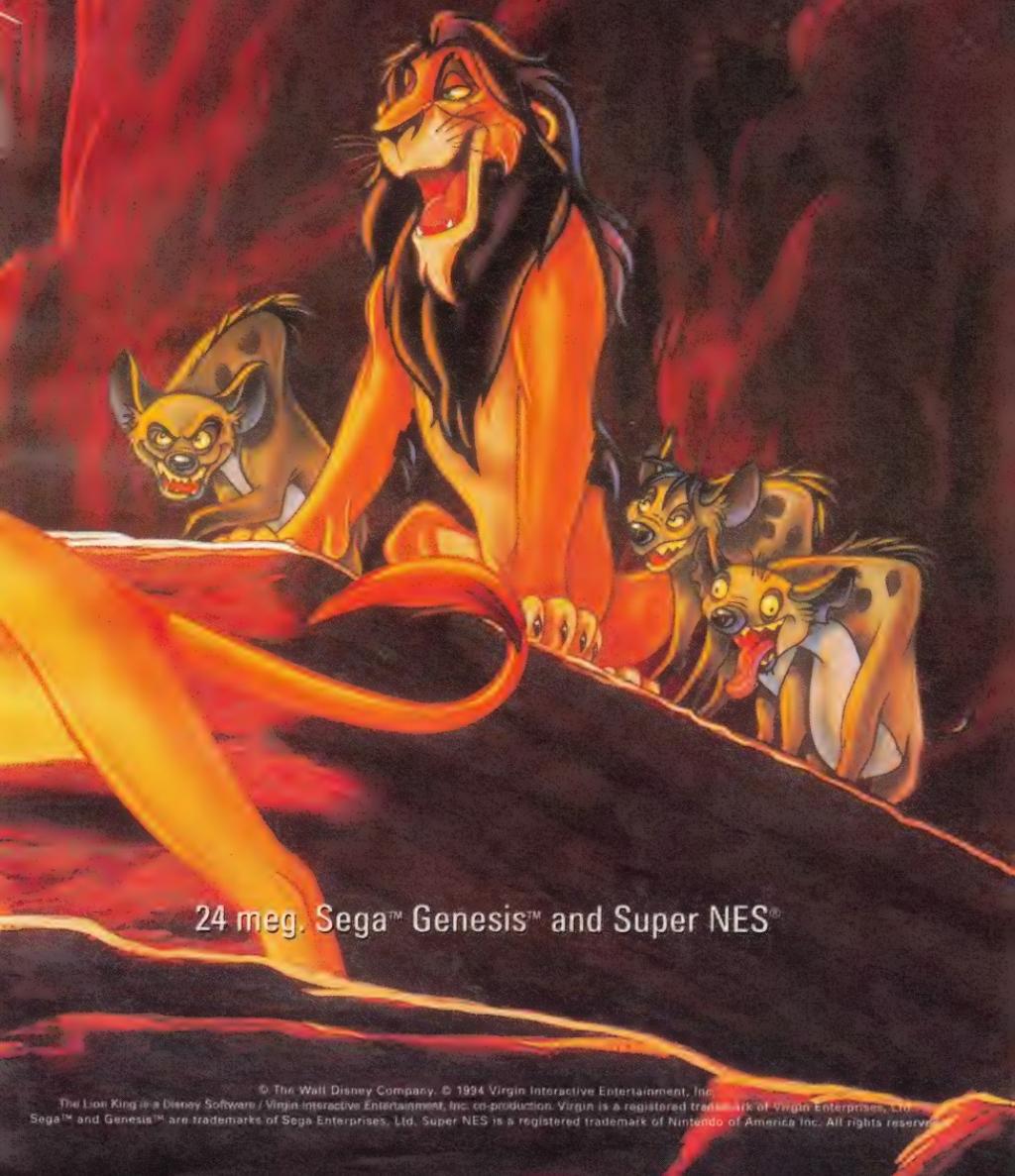
king?



See
THE LION KING
this holiday season
at a theatre
near you.

Virgin Disney
SOFTWARE

THE LION KING



24 meg. Sega™ Genesis™ and Super NES®

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WIN A TRIP TO WALT DISNEY WORLD!

FROM *Virgin* INTERACTIVE ENTERTAINMENT



GRAND PRIZE: A four day / three night trip to Walt Disney World for four people. Winner will have the special opportunity to meet Rafiki "live" at the Magic Kingdom. Plus, receive Lion King merchandise and the new Lion King game from Virgin Interactive Entertainment.

FIVE RUNNER-UP PRIZES:

The new Lion King video game from Virgin Interactive Entertainment.



ENTER TODAY!! On a 3" x 5" card send your name, address, telephone number and birthday to:

**Disney Adventures/Virgin Sweepstakes
114 Fifth Avenue, New York, NY 10011**



Official Rules. No purchase necessary. 1. On a 3"x5" card, print your complete legal name, address (including zip code), daytime phone number (including area code), and birth date. 2. Mail your completed entry to: Disney Adventures/Virgin Sweepstakes, 114 Fifth Avenue, New York, NY, 10011 (limit one entry per person per envelope). Entries must be postmarked by January 9, 1995. Disney Magazine Publishing, Inc. and Virgin Interactive Entertainment (VIE) are not responsible for lost, late, illegible or misdirected mail. Mechanically produced or photocopied entries will not be permitted. 3. Winners will be selected in a random drawing to be held on or about January 16, 1995 from all eligible entries received. The decisions of the judges are final. 4. Sweepstakes participation is open to residents of the U.S., who as of January 16, 1995 are at least 7 years old, excluding its territories, and overseas military installations. Employees of Disney Magazine Publishing, Inc., and VIE, their parent and affiliated companies, their advertising and promotions agencies, and the families of each are not eligible. Void in Puerto Rico, and where prohibited by law. All federal, state, and local laws and regulations apply. All entries will become the property of VIE and will not be returned. 5. The odds of winning depend upon the number of eligible entries received. Parents/legal guardians of potential Grand Prize winner must sign and return a written Affidavit of Eligibility and Release of Liability form within ten (10) days of attempted delivery of same. Noncompliance within that time period, or return of any prize notification as undeliverable, will result in disqualification and an alternate will be selected. Disney Magazine Publishing, Inc., and VIE will not be responsible for lost or misdirected prizes. 6. Potential winner will be notified by mail. Grand Prize will be awarded in the name of the parent/legal guardian. Limit one prize per family/household. No cash equivalent, substitution, or transfer of prize permitted. Winner must accompany any travelers, and all travelers will be required to execute a Release of Liability prior to ticketing, and must agree to travel within the dates specified by the sponsor. Travel is subject to availability. Grand Prize winners are responsible for trip taxes, tips and incidentals. All federal, state, and local taxes are the sole responsibility of the winners (or their parent/guardian). 7. Acceptance of prize offered constitutes permission to use winner's name and/or likeness, and those of any guests traveling with the winner, for advertising, trade purposes, and promotional use without further compensation, except where prohibited or restricted by law. All prizes will be awarded. 8. PRIZES: Grand Prize (1) A 4 day/3 night trip for four to Walt Disney World® Resort, Florida, including round-trip coach air transportation to/from the major airport closest to winner's home, hotel accommodations (1 room), Walt Disney World passes, meal coupons, special Lion King activities, plus a "Lion King" video game from VIE. Estimated retail value: \$4300. Five (5) Runner-up Prizes: Each consisting of "The Lion King" video game from VIE, each valued at \$69.95. 9. For a copy of the List of Winners, available after January 20, 1995, please send a self-addressed stamped envelope to: List of Winners, Disney Adventures/Virgin Sweepstakes, 114 Fifth Avenue, New York, NY 10011.

Pilot the Millennium ...
Falcon to the Death
Star, and check out the
stunning Mode 7
graphics.



Race through deep space while
fighting Storm Troopers, or visit the
Ewok Village in the Endor Forest.

The Force is
with you! Use it
to defeat
enemies in one-
on-one battles.



Super Return of the Jedi

PLAYERS: One

SYSTEM: Super NES

LEVELS: 19

MISSION: Control
Princess Leia, Luke
Skywalker or Wicket
the Ewok and save the
Empire.

DIFFICULTY: Major
brainer

Awesome Accessories

Check out
these latest
techno-gadgets
to get an edge
on your
opponents.

Video Jukebox

SYSTEM: Super NES,
Genesis and Jaguar
Compatible

PRICE: Under \$50



Total Control

SYSTEM: Super NES
and Sega Genesis
Compatible

PRICE: Under \$30

Most controllers require two hands. The new Total Control accessory uses an internal motion sensor, so the game pad is replaced by your wrist movement, while your fingers press the action-controlling buttons. Each button is color-coded. You can use the Total Control accessory instead of a standard six-button Super NES or Sega Genesis controller.

Are you sick of getting up every time you're ready to swap game carts in and out of your system? The new Video Jukebox can house up to six game carts. Just press a button to switch games. You can even stack two or more of these accessories to make 12, 18 or more of your favorites instantly playable.

Super Game Boy

SYSTEM: Super NES

PRICE: Under \$60

Do you own a Super NES and a Game Boy? Now you can play your favorite Game Boy carts right on the Super NES, which means you see the graphics on your TV...in color! The Super Game Boy fits into the Super NES just like a regular game cart but contains a slot to insert any Game Boy game. Choose from several different color palettes and nine predesigned backgrounds, or create



your own with the built-in paint program.

Many of the newer Game Boy games, like Donkey Kong, are specially programmed to

take full advantage of Super Game Boy's color capabilities, but this accessory works with more than 350 different Game Boy carts.

Genesis 32X

SYSTEM: Sega Genesis/Sega CDX

PRICE: Under \$150

Welcome to the next level of video game technology—32-bit games! Instead of buying an all-new 32-bit system for better graphics, improved sound and faster processing speeds, you can simply upgrade your Genesis with the 32X, transforming it into a 32-bit game system. Then you can play all of the new 32X games being released by Sega and more than 25 other companies.

This accessory gives you vastly improved live-action video footage. The 32X also has Sega's SVP chip built in, so the system can create,

rotate, scale and zoom thousands of 3-D polygons on the game screen at the same time.



12

big adventures



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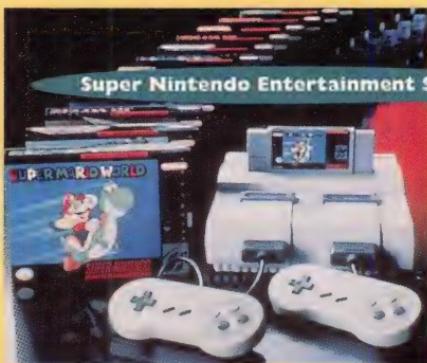
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Stylin' Systems

Sixteen-bit, 32-bit, 3DO—aaahhhh!—what does it all mean? D.A.'s got the lowdown on the major video game systems.



Coolness: It's a 16-bit system. Super NES offers a huge library of great games and many different types of accessories. The system can display 256 colors at the same time and can use Mode 7 graphics to make characters and objects zoom, rotate, and scroll around the screen.

Lameness: Not upgradable. In the fall of 1995, Nintendo will release a 64-bit system, called Nintendo Ultra 64, so to play the latest games, you'll have to buy an all-new system.

Coolness: It's a 16-bit system, but the Genesis can easily transform into a 32-bit system by attaching the 32X accessory. If you want to play CD-based games with live-action video footage, the Sega CD accessory is also available. Bonus: Genesis owners will soon be able to connect to The Sega Channel, the first cable-TV interactive gaming network. The Genesis also has a library of hundreds of awesome games.

Lameness: Nothing we noticed—great games on an upgradable system.



Coolness: Play 64-bit games that are displayed using more than 16.8 million colors. The graphics are more detailed and realistic than 16-bit games. A CD drive and a modem are sold separately.

Lameness: This system costs twice as much as the Super NES or Genesis, and it doesn't have near as many megapopular games. The controllers also are larger.

PAC-ATTACK

Here they...

come

and they

don't ever

stop

they

drop and

drop

non-stop

GENESIS

More Stress than

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of blocks and ghosts.
Line 'em up and
wipe 'em out. With
the help of PAC-MAN,
of course.

PAC-ATTACK! ...now on
Genesis. It's the think-
quick, act-quicker stress test. It
never stops, and neither will you!

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Play at certain speeds
on EASY, get good
grades, warp out
on HYPER.

Head to Head.



Stress out together
in 2-player action.

Brain Strain!



Beat your friends to
best the clock in Phunus
mode. 100 levels
with password/resize.

GA

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on Game Gear® and
Super Nintendo!™



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Coolness: Expect awesome graphics, digitized sound and incredible live-action video footage from this CD-based, 32-bit interactive multimedia system. All 3DO games are on CDs, so they're more complex and often have better graphics and sound than 16-bit games.

Lameness: 3DO is expensive and, to date, lacks enough blockbuster titles.

Coolness: It's portable! The full-color LCD display lets you play scaled-down versions of more than 220 Genesis games. Up to 32 colors can be displayed at once on the 3.2-inch screen, which is backlit so you can play games in the dark.

Lameness: This system drains batteries quickly. You'll need the rechargeable battery pack, sold separately.



Coolness: Here's another portable with a library of more than 350 games. The system runs on four "AA" batteries for many hours of nonstop game play.

Lameness: No color—the LCD screen displays the graphics in several shades of grey. You also need to be in a lighted area when playing in order to see the screen.

Why, You Worm!

What happens when you take a run-of-the-mill earthworm, dress him in



an indestructible cybernetic suit, and arm him with a plasma blaster and a whip? You'll find out when you play Earthworm Jim on the Super NES or Genesis.

Shiny Entertainment president David Perry spent months creating Earthworm Jim, which



stars a totally original set of characters. This game was created using a never-before-seen graphics process called "Animation." The

SEGA!



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AND THEY'RE ON SEGA!

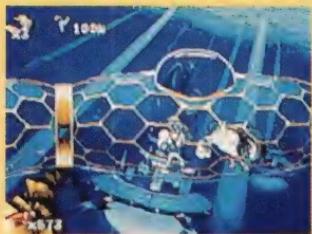


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backgrounds and characters were hand-drawn on thousands of individual animation cells and then digitized and placed in the game. As a result, the graphics look three-dimensional and each character can perform all sorts of unusual movements.

"Earthworm Jim features more than 20

different levels of action," says David. To beat Earthworm Jim's archenemy, you'll have to destroy her tail and the army of insects she creates, then move to destroy her head. If you do this, you'll see the game's secret ending. To reach this megaBoss, there are hundreds of puzzles to solve first and many smaller enemies to defeat."

More Tips: David adds, "In the bungee jumping stage, the trick is to smash the other guy into the wall without getting eaten by the monster at the

bottom. If you press the A, B or C button, you can charge sideways into the enemy. But if the enemy is spinning, you've got to stay out of his way. The hardest level is Peter Puppy's World. Earthworm Jim must help Peter navigate through the obstacles. If you mess up, Peter gets really mad and turns into a monster."

—Jason Rich



What do you do
when you see a
fire-breathing,
skateboarding,
karate-kicking, out-of-control
dinosaur coming at you?

Secret Tips From the Pros

Capcom USA Game

Counsellor Philip Reed offers these tips for Super Street Fighter II (Super NES and Genesis). "To master a fighter's moves, select a two-player game, but don't have anyone control the second player. Now you can easily practice each move and the opponent won't fight back. My favorite character is Ken, because he's the most ferocious. When controlling Ken, an excellent combo move includes using a Fireball, Dragon Punch, Fireball, Dragon Punch and then a Hurricane Kick."

Nintendo Game

Counsellor Dan Owsen

reports, "In Donkey Kong for the Super NES, Donkey Kong or Diddy Kong can ride certain friendly animals. Look for a rhino who can ram through obstacles and smash enemies. When traveling underwater, ride on the swordfish's back. This fish has a long, sharp nose that can be used to spear enemies out of the way. To jump really high, hop onto the frog's back. To see while traveling in the dark caves, look for a parrot who will light up the path."

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D.A.



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OF HIS WAY.**

radical

REX

He's the raddest baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on-wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.



Rex sports his flame-breath

Radical Rex thrashes on his board



Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster – 'cuz he's too hip to be extinct!

ACTIVISION





What kind of cards
do you collect?

Write to the Card Shark:

DISNEY ADVENTURES, Card Shark
114 Fifth Avenue
New York, NY 10011-9060

POG WILD!

Everywhere we look, kids are stackin', slammin' and flippin' over POG milk caps. D.A. had to know more about these wacky cardboard disks, so we went to the World POG Federation in Costa Mesa, California, to find out why they're sooooooo hot!

Kids in Hawaii have been playing POG since the 1920s, says World POG Federation President Alan Rypinski. They collected and traded the covers first from milk bottles and later from Passion, Orange and Guava tropical juice bottles—that's where the name POG comes from.

To play the game, which was called "milk covers" back then, you first stack the caps. Then you try to knock them down by slamming a heavier cap, called a kini or a slammer, on top of the pile. The kid who flips over the most milk caps wins.

Three years ago, Blossom Galbiso, an elementary school counselor from the Hawaiian island of Oahu, taught her students the game, and they went crazy over it. POG-mania then jumped across the Pacific Ocean to California.

Now kids all over the U.S., Canada and Mexico are collecting and playing POG. They even invent their own POG games. "That's one of the coolest things about this game," says Alan. "Another plus is you can be the skinniest, wimpiest kid and still beat the biggest, burliest football player on campus!"



He Thinks He's A Hero, But He'snot!

"My Pick Of
The Year"

-- M. M. Goode

"A Real
Gas!"

-- Lyle B. Gross

"2 Thumbs Up -
Way Up -
All The Way Up
To The Knuckle!"

-- Cesspool & Sleazepurt

"Finger Lickin'
Good"

-- Barbie Q. Boogurz

"It'll Blow
You Away!"

-- Enya Knose

"Snot Like
Anything Else
On The
Market!"

-- Lyle B. Gross

"Gobs of
Excitement,
Loads Of Fun!"

-- Hawke A. Biggun



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PUZZLES

GAMES & ACTIVITIES

the end

Figure out these words. Each one's beginning is actually the end.

But be warned: The **E-N-D** words at the end are the hardest!

1. Goes next to the sofa

E N D _____

2. Become beloved

E N D _____

3. Forever

E N D _____

4. Sign your name or support

E N D _____

5. Put up with

E N D _____

6. Go out wide in football

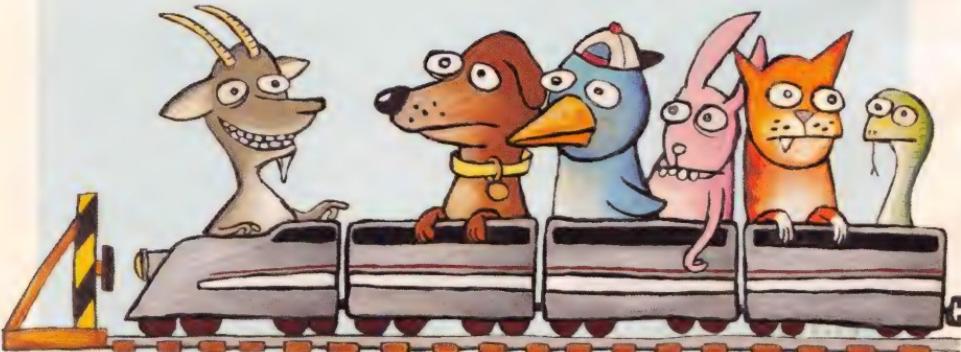
E N D _____

7. Try

E N D _____

8. Place in peril

E N D _____



alphadots!

Each item in this connect-the-dots puzzle starts with a different letter of the alphabet. Begin with the anchor ("A"), connect it to the "B" item, then "C" and so on all the way to "Z." You'll discover something that only comes out when the weather is bad.





Be the Beast and rescue
Belle from the clutches of
the grusome Gaston!



Leap into a wild world
filled with all the hair-raising
adventure of the movie.



Thrill to spectacular
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and the award-winning
movie soundtrack!

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You and Your Family Could Win A Trip To See
Disney's Beauty and the Beast On Broadway!

TO ENTER: Fill out this entry form – including completing the statement, "The curse of the _____. Check out Disney's Beauty and the Beast video game package for Super NES to fill in the blank. (Or print your name, address, city, state, zip code and completed "fill in the blank" statement on a 3" x 5" card):

"The curse of the _____." (Fill in the blank.)

Name.....

Address.....

City..... State..... Zip Code.....

And mail it to: DISNEY'S BEAUTY AND THE BEAST BROADWAY SHOW CONTEST
2121 Broadway, Suite 200, Redwood City, CA 94063

Be The Grand Prize Winner and receive a trip for four to New York City including round trip airfare and hotel accommodations for 3 days / 2 nights as well as 4 tickets to Disney's Beauty and the Beast Broadway Show at the Palace Theater and \$500 for spending money.

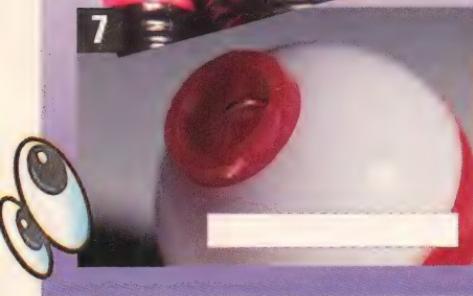
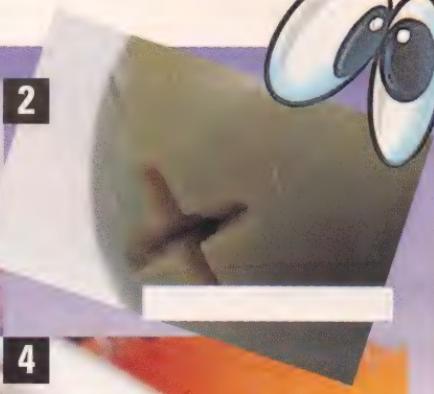
Or You Could Be One Of Ten First Place Winners and receive a \$50 gift certificate to The Disney Store.

Mail in contest only. No purchase necessary. Enter by mailing your completed entry form or complete address on a 3" x 5" piece of paper to: Disney's Beauty and the Beast Broadway Show Contest, 2121 Broadway, Suite 200, Redwood City, CA 94063. Contest runs from October through December, 1994. Entries must be postmarked by December 31, 1994. Limited one entry per envelope. Individuals may enter as many times as they like. A random drawing will be held on January 1, 1995. Winners will be notified by letter. Void where prohibited. Employees of Hudson Soft, its suppliers and its affiliates and the immediate families of each are not eligible. Contest is open to U.S. residents only. Void where prohibited, taxed or restricted by law. Sponsor not liable for late, lost, postage due or misdirected mail. To request winners' list, available after March 1, 1995, send a self-addressed, stamped envelope to: Disney's Beauty and the Beast Broadway Show Contest, 2121 Broadway, Suite 200, Redwood City, CA 94063, Attention: Winners' List. Hudson Soft reserves the right to cancel this contest at any time with appropriate notice. At federal, state and local laws and regulations apply. Winners' names, addresses and prize information may be used by Hudson Soft for any advertising or promotional purposes without further compensation. Not sponsored by Walt Disney Computer Software, Inc. or Nintendo or America, Inc.

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eye boggliers

Can you recognize these items this close up? Try to figure out what they are, and put your answers in the boxes.



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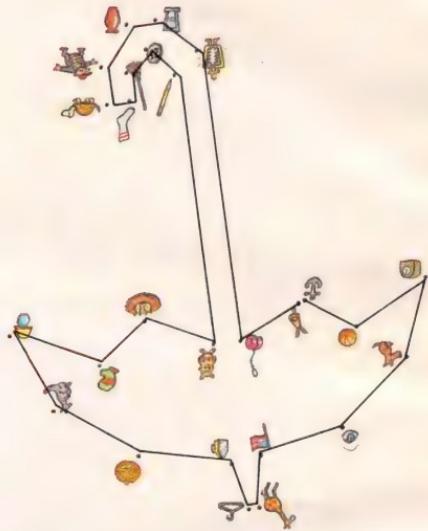
(Batteries and glue sold separately)



ANSWERS

1. end table	5. endure	6. end run	2. endear	3. endless	7. endeavor	8. endanger	4. endorse
--------------	-----------	------------	-----------	------------	-------------	-------------	------------

- 1. Candy necklace
- 2. Olive
- 3. Measuring spoons
- 4. Orange Popsicle
- 5. Color pencils
- 6. Plastic fork
- 7. Fishing float
- 8. Sandpaper



ALPHADOTS! **EYE BOGGLES**

Jokes AND Riddles

Q: What's a hockey goalie's motto?

A: The puck stops here.

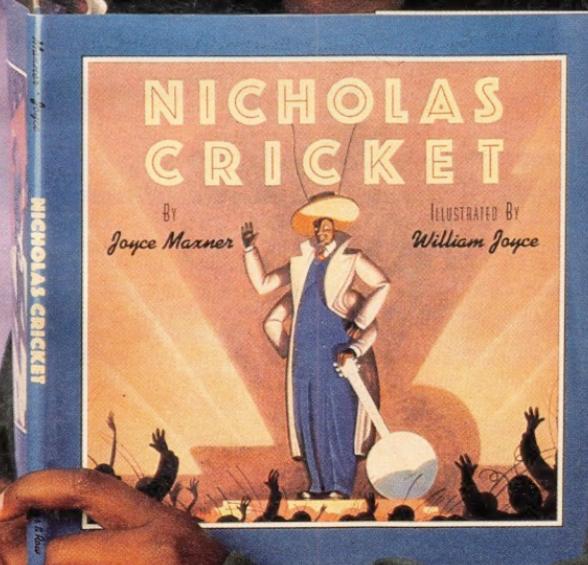
Q: Why did the little stegosaurus stay home from school?
A: It had a dino-sore throat.

Q: What kind of dog does Count Dracula have?
A: A bloodhound.

Q: Why did Dracula quit his job?
A: There was nothing there that he could sink his teeth into.

READ

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up in**

Disney **Adventures**

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We asked what your favorite toy is—and got

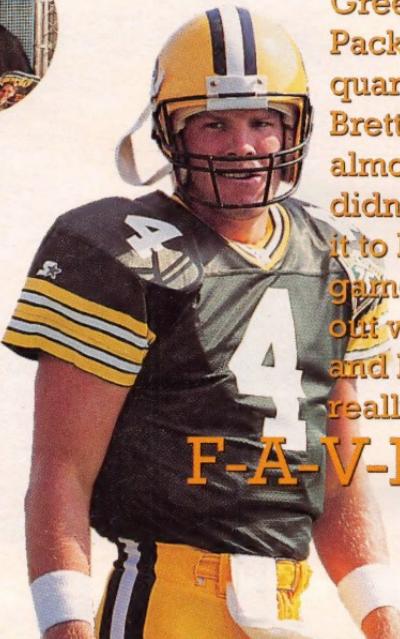
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